

DAWN OF DISCOVERY

PRIMA OFFICIAL GAME GUIDE

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Written by Joe Dodson

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UNLEASHED

ABOUT THE AUTHOR

Joe Dodson has been a writer in the video game industry for ten years. He's written snark for Gamerevolution, features for Gamespot, and satire for the eXile, but his dream and passion has always been to tell people where to go and what to do. Joe lives in Irvine, California with his lovely fiancé, three smelly cats, and two incredibly ferocious snakes.

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HOW TO USE THIS GUIDE

There's enough content in *Dawn of Discovery* to keep you exploring from dawn until dusk. But every explorer needs a guide. Our book will see you safely through the shallows of basic gameplay, the depths of advanced tactics, and the dangerous reefs of the main campaign. We've also listed the various buildings you'll construct, the resources you'll use to build them, and the medals, ornaments, and achievements that await your discovery. The following details all that lies within this guide.



Chapter 1: Introduction deals with the overall style of play you are about to engage in, the characters you will meet, the lands you will explore, and the various game modes at your disposal.

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Chapter 2: Tactics examines the fundamentals of building and colonizing in *Dawn of Discovery*, and then covers more specific subjects such as resources, population, war, and trade.



Chapter 3: Building Materials lists all the different types of buildings in the game, how you can acquire them, and what they produce. Since *Dawn of Discovery* is primarily about building a civilization, this chapter is one of your most valuable resources.



Chapter 4: Walkthrough of Discovery guides you through all eight chapters of the single-player campaign. This walkthrough shoots for speed, simplicity, and safety; if you follow its instructions, you should sail through each level with ease.



Chapter 5: Extras lists all the medals, achievements, and bonus content that hide within the nooks and crannies of *Dawn of Discovery*. Many of these items require a great deal of effort to acquire; knowing where to find them is just the beginning, and we show you how.

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INTRODUCTION

Welcome to *Dawn of Discovery*, an enormous game of exploration, discovery, building, and destruction. At heart, though, this game is all about creating a small settlement and growing it into a powerful island metropolis that bustles with people, goods, and trade. To this end, you'll need to learn to balance the needs of your population with the requirements of expansion and growth, while exploring new markets, settling new islands, responding to crises, and fending off foes.

There are three main ways to play *Dawn of Discovery*: The campaign, scenarios, and continuous game. What really distinguishes each mode is the degree to which the game guides your actions.



The Campaign

The campaign tells the story of Lord Northburgh's efforts to protect an ill emperor from an insidious plot by the wicked Cardinal Lucius and his underling Guy Forcas. You are Lord Northburgh's right-hand man, and you help him in all his endeavors, including building a cathedral, tracking down kidnapped children, saving the emperor, and thwarting a crusade.

You can play each chapter in the campaign at one of three difficulty levels: Easy, Medium, and Hard. The differences between difficulty levels vary from chapter to chapter, although one difference is the same in every one: demolition refunds. On Easy, if you demolish a building you previously constructed, you get a refund of all the money and resources it cost to construct that building. On Medium, you get a refund of half the money and resources that went into a given building. And on Hard, you get no refund when you demolish a building.

Main Characters

As you build your civilization, you'll come in contact with a host of colorful characters. The following characters are the major players in *Dawn of Discovery*:



The Emperor

Though the emperor makes his first appearance late in the game, his presence is felt immediately. He is ill, and you must help build a cathedral that will allow the public to pray for his recovery.

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Lord Richard Northburgh

Lord Northburgh is your mentor in the early chapters of *Dawn of Discovery*, and he is your most important ally. He is fair, generous, and extremely pious. He will go to any lengths to help a friend, and at some point, you may have to go just as far to help him.



Guy Forcas

Guy Forcas is ugly, shrewd, and deceitful. He officiously demands that you help him supply a holy crusade against the Orient and then takes credit for all your hard work.



Cardinal Lucius

The cardinal oozes menace and power. Despite his pious office, it quickly becomes clear that he aspires not to heaven, but to world domination.



Marie d'Artois

Marie is the beautiful and pious commander of the cardinal's crusade. She is so blinded by her faith that she cannot see the crusade's evil underpinnings. You may have to show her the way.



Grand Vizier Al Zahir

Al Zahir is a wise and just ruler of the Orient who becomes one of your most trusted allies. You must save him and his people from the cardinal's crusade.

The Supporting Cast

Along with the main characters comes a rich and colorful supporting cast. Most of these characters make one or two brief appearances in the course of the campaign.



Brother Hilarius

Brother Hilarius is a sweet-natured holy man who is forced to bless weapons of war by Guy Forcas. He will aid you early in your quest.



Phillipe Lamour

Phillipe assists Marie d'Artois with her settlement but is unable to control the population when she leaves for the crusade. You must save him and his town.



Hassan ben Sahid

This leader of pirates is not a friendly customer. If you want to deal with him, you must first defeat his corsair fleet.



Karim

Karim is a simple Oriental settler who wishes to establish a civilization on a desert island but doesn't have the resources.



Ibn al Hakim

Ibn al Hakim is the head academic at the Centre of Wisdom. He will help you in your quests as long as you protect him from the crusade.



Barnabas

Marie d'Artois's gritty battle instructor, Barnabas and his robber barons briefly join you in your battle against Cardinal Lucius.



Hildegard von Lewenstein

This abbess will help you care for the emperor.

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Izmir

This alchemist devises potent concoctions that will come in extremely handy late in the campaign.



Al Rashid

This shadowy assassin has something or someone to hide.



Hekata

Hekata is a weird witch who may be able to cure the emperor's illness with her magic.

Difficulty Levels

The main difference between one difficulty level and another is the cache of resources with which you begin each chapter. On Easy, you have more to work with; on Hard you have less.



Building this cathedral is a challenge at every difficulty level.

For the most part, difficulty levels affect how you behave at the outset of a level. But once you're harvesting your own resources and making money, it shouldn't matter how much you had to

start with; you will get what you need in time. That's why most of the advice in this guide applies to any difficulty level.



There are two exceptions to this rule: the sixth chapter and the eighth. Due to their time limits, these levels are more greatly affected by differences in difficulty level. The eighth chapter in particular leaves little room for error on Easy and almost none on Hard. You should be able to tackle any level on any difficulty with the help of our walkthrough.

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Below are the starting conditions for each chapter at each difficulty level:

All resources are listed in tons (i.e., "15 fish" equals 15 tons of fish).

NOTE

Chapter I: A Declaration of Faith

EASY	MEDIUM	HARD
✦ 12,000 gold coins	✦ 6,000 gold coins	✦ 2,000 gold coins
✦ 12 tools	✦ 10 tools	✦ 8 tools
✦ 15 fish	✦ 12 fish	✦ 10 fish
✦ Full refund	✦ Half refund	✦ No refund

Chapter II: In the Sign of the Cross

EASY	MEDIUM	HARD
✦ 12,000 gold coins	✦ 6,000 gold coins	✦ 2,000 gold coins
✦ 30 tools	✦ 20 tools	✦ 15 tools
✦ 40 wood	✦ 30 wood	✦ 15 wood
✦ 20 fish	✦ 15 fish	✦ 10 fish
✦ Full refund	✦ Half refund	✦ No refund

Chapter III: Departure for the Promised Land

EASY	MEDIUM	HARD
✦ 25,000 gold coins	✦ 12,000 gold coins	✦ 8,000 gold coins
✦ 35 tools	✦ 20 tools	✦ 10 tools
✦ 40 wood	✦ 30 wood	✦ 20 wood
✦ 40 rope	✦ 20 rope	✦ 10 rope
✦ Full refund	✦ Half refund	✦ No refund

Chapter IV: The Lost Children

EASY	MEDIUM	HARD
✦ 25,000 gold coins	✦ 15,000 gold coins	✦ 10,000 gold coins
✦ 35 tools	✦ 20 tools	✦ 13 tools
✦ 45 wood	✦ 30 wood	✦ 20 wood
✦ 30 fish	✦ 20 fish	✦ 10 fish
✦ Full refund	✦ Half refund	✦ No refund

Chapter V: A Storm Breaks Out

EASY	MEDIUM	HARD
✦ 35,000 gold coins	✦ 25,000 gold coins	✦ 10,000 gold coins
✦ 35 tools	✦ 20 tools	✦ 10 tools
✦ 30 wood	✦ 20 wood	✦ 5 wood
✦ 30 stone	✦ 15 stone	✦ 5 stone
✦ Full refund	✦ Half refund	✦ No refund

Chapter VI: Caught in a Trap

EASY	MEDIUM	HARD
✦ 40,000 gold coins	✦ 30,000 gold coins	✦ 20,000 gold coins
✦ 90 weapons	✦ 80 weapons	✦ 70 weapons
✦ Full refund	✦ Half refund	✦ No refund

Chapter VII: The Man with the Mask

EASY	MEDIUM	HARD
✦ 40,000 gold coins	✦ 30,000 gold coins	✦ 20,000 gold coins
✦ 55 tools	✦ 40 tools	✦ 25 tools
✦ 55 wood	✦ 40 wood	✦ 25 wood
✦ Full refund	✦ Half refund	✦ No refund

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Chapter VIII: Pillars of Justice

EASY	MEDIUM	HARD
✦ 55,000 gold coins	✦ 45,000 gold coins	✦ 35,000 gold coins
✦ 90 tools	✦ 70 tools	✦ 50 tools
✦ 90 wood	✦ 70 wood	✦ 50 wood
✦ 90 stone	✦ 70 stone	✦ 50 stone
✦ Small trading ship	✦ Half refund	✦ No refund
✦ Full refund	✦ Time limit: 3 hours	✦ Time limit: 2 hours
✦ Time limit: 4 hours, 30 minutes		



New Worlds of Discovery



While the scenarios and continuous games have most of the same features as the campaign, they also offer their own unique wrinkles that make the experiences they offer somewhat different than the one found in the campaign. The major differences are diplomacy, attainments, items, neutral powers and beggars. This section will examine these features in order to better prepare you for scenarios and continuous games.

Diplomacy

Diplomacy is a measure of your relationships with other players and factions in a given scenario or continuous game. In order to view these relationships, you can either hit the Diplomacy button on the bottom of the screen, or press **[F7]**.



In the diplomacy menu you can see every player in a given game. By clicking on their portrait, you can see how well or poorly you are doing with them. But before we get to the nuts and bolts of relationships, we should tell you that there are different kinds of players and relationships within each game. Here is a list of player types:

You

That's right, you! You are the most important player in any given game. By clicking on your portrait, you can check on all the medals, achievements, and items you've unlocked.

Faction representative

This includes Lord Richard Northburgh (Occidental faction representative) and Grand Vizier Al Zahir (Oriental faction representative). These two characters are in every game, but they are never active players with whom you must compete. There are only three ways you can interact with these two factions from the diplomacy menu:

- ✦ Request loan - You can trade honor points for money.
- ✦ Demand honor - You can trade money for honor points.

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- ✦ **Call auxiliary fleet** - The faction representative you have selected will send you a preset number of warships in return for a set amount of honor points. You can only request the auxiliary fleet once per hour from each faction. You can increase the strength of each faction's auxiliary fleet through attainments, which we will discuss in the next section.



Corsairs

Hassan ben Sahid represents the Corsair faction much like Northburgh and Al Zahir represent the Occident and the Orient, respectively. However, your actions can distinctly alter your relationship with the Corsairs, whereas the Occident and Orient are always on your side. This is where you get into actual diplomacy. Your relationship with the Corsairs is measured by the colored bar beneath Hassan ben Sahid's portrait. Red means you are at war, yellow means you have a trade treaty, and green means you have an alliance. If you are at war, ben Sahid will attack you. If you have a trade treaty, he will attempt to trade at your warehouses. And if you have an alliance, he will support you in a fight.

In order to gain an alliance with them, you must meet one of two conditions, and then must undertake a special quest. This

is called fraternizing. In order to fraternize, you must either buy eight pacts with the Corsairs (wherein you must pay them 10% of your gold coins in order to maintain good diplomatic relations with them), or you must destroy 30 of their ships. Once you meet one of those two demands, you can attempt a special quest called "The Feast," wherein you must deliver 80 tons of weapons, 80 tons of meat, and 120 tons of beer to the Corsair warehouse. If you complete this quest, you will gain an alliance with the Corsairs.



Computer characters

These characters are just like you; they have their own settlements, and they represent their own interests. You can click on a computer player's portrait to view your relationship with them. Like the Corsairs, your relationship is measured via the colors on a bar beneath their portrait. Green means alliance, yellow means trade, grey means neutral, and red means at war. There are four ways you can alter your standing with a computer player from the diplomacy screen:

- ✦ **Demand Tribute:** You demand money from the player. You can either demand a little, a medium amount, or a lot. Each amount has a probability associated with it; this is the likelihood that

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the player will agree to pay what you ask, and it is inversely proportional to the amount you ask for. If you ask for money and the player pays it to you, the probability that they will agree to another tribute is set to 0%, and builds back up over time. If you ask a player for tribute and they say no, then you will lose a small amount of reputation.

Reputation is a numerical measurement of your relationship with another player. The colored bar beneath their portrait is actually a visual representation of your reputation with them. The bar goes from 0 to 100 reputation; 0 being hated (Red), 100 being loved (green).

NOTE

- ✦ **Intimidate:** You insult the computer player, which diminishes your reputation with them by about eight points. This has a probability associated with it. If you successfully intimidate the computer player, this probability is set to 0% and builds back up over time.
- ✦ **Ingratiate:** You compliment the other player, which increases your reputation with them by about eight points. This has a probability associated with it. If you successfully ingratiate yourself to the computer player, this probability is set to 0% and builds back up over time. If you fail to ingratiate yourself, you lose one reputation point with that player.
- ✦ **Pay Tribute:** You give the computer player money in exchange for reputation. You can donate a small, medium or large amount, which directly affects the reputation you gain. There is a probability associated with each amount (it is less likely that the player will accept a small tribute, and more likely that they'll accept a large one). If the player accepts your tribute, then all probabilities are set to 0% and build back up over time. If the player refuses your tribute, you lose a reputation point, and all probabilities are set to 0%.

Reputation and Treaties

Your relationship with another player is measured by your reputation with them. As mentioned in the previous note, your reputation is a number, and it is also measured in the bar beneath a player's portrait in the diplomacy window. If your reputation with a player is high, they may want to ally themselves with you. If it is low, they may want to go to war. There are many ways you can alter your reputation with another player. You can execute the diplomatic actions we just listed in the diplomacy window, and you can also complete quests for that player, trade with them, and impress them by building up a powerful civilization faster than they can.

Your reputation with a player affects the treaties you can sign with them. There are two types of treaties: trade and alliance. If your reputation is in the yellow with a player (generally the 40-60 range of reputation points), then you can enter into a trade treaty with that player, whereby they will come to your warehouses and attempt to buy any resources you've put up for trade there. If your reputation is in the green (75-100 reputation), you can form an alliance with that player, causing them to come to your aid in an armed conflict. If your reputation is in the red (0-10 reputation), that player will declare war on you, and seek to destroy you with their forces.

Attainments



Given that there are potentially three factions present in a game (Oriental, Occidental, Corsair), it's time to discuss attainments and items and how factions can affect

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them. Attainments are powerful enhancements you can purchase from each faction for honor points. Attainments are also available in three tiers: bronze, silver, and gold. Bronze attainments always pertain to the goods and items available to you for sale at a given faction's warehouse. Silver and gold attainments tend to be more powerful and more expensive, and their effects vary from faction to faction. Here is a list of all the attainments in *Dawn of Discovery*:

Occidental Attainments

STAGE	NAME	RANK 1	RANK 2	RANK 3	ATTAINMENT REQUIREMENT
1	The Emperor's Trade edict	Lord Northburgh offers citizen goods at his warehouse. Costs 50 honor points.	Lord Northburgh offers citizen and patrician goods at his warehouse. Costs 100 honor points.	Lord Northburgh offers citizen, patrician and noblemen's goods at his warehouse. Costs 200 honor points. Must have nobles.	—
1	Treasures of the Occident	Lord Northburgh offers citizen items at his warehouse. Costs 50 honor points.	Lord Northburgh offers citizen and patrician items at his warehouse. Costs 100 honor points.	Lord Northburgh offers citizen, patrician, and noblemen's items at his warehouse. Costs 200 honor points. Must have nobles.	—
1	Imperial Merchant fleet	Adds a ship to the Occidental trading fleet; budgets 500 gold coins per ship. Costs 150 honor points.	Adds two ships to the Occidental trading fleet; budgets 1,000 gold coins per ship. Costs 250 honor points.	Adds three ships to the Occidental trading fleet; budgets 2,000 gold coins per ship. Costs 400 honor points. Must have nobles.	—
2	Royal armada	Adds three small warships to Lord Northburgh's auxiliary fleet. Costs 150 honor points.	Adds two small warships and one large warship to Lord Northburgh's auxiliary fleet. Costs 300 honor points.	Adds two large warships to Lord Northburgh's auxiliary fleet. Costs 500 honor points. Must have nobles.	3 stage one attainments
2	The Regent's Seal	Ingratiate: +10% chance of success, +1 reputation; Intimidate: +10% chance of success, -1 reputation. Costs 50 honor points.	Ingratiate: +20% chance of success, +2 reputation; Intimidate: +20% chance of success, -2 reputation. Costs 100 honor points.	Ingratiate: +30% chance of success, +3 reputation; Intimidate: +30% chance of success, -3 reputation. Costs 200 honor points. Must have nobles.	3 stage one attainments

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Occidental Attainments (continued)

STAGE	NAME	RANK 1	RANK 2	RANK 3	ATTAINMENT REQUIREMENT
2	Occidental Shipbuilding	Small and large trading ships: carry +5 tons of cargo; +5% hitpoints; +5% speed. Costs 150 honor points.	Small and large trading ships: carry +10 tons of cargo; +10% hitpoints; +10% speed. Costs 300 honor points.	Small and large trading ships: carry +20 tons of cargo; +15% hitpoints; +15% speed. Costs 600 honor points. Must have nobles.	3 stage one attainments
3	Court architecture	Buildings, walls, towers: hit points +10%. Costs 150 honor points.	Buildings, walls, towers: hit points +15%. Costs 250 honor points.	Buildings, walls, towers: hit points +20%. Costs 400 honor points. Must have nobles.	3 stage two attainments
3	Imperial War technology	Small camp, Large camp, trebuchet positions, robber barons: deal +5% damage. Costs 150 honor points.	Small camp, Large camp, trebuchet positions, robber barons: deal +10% damage. Costs 300 honor points.	Small camp, Large camp, trebuchet positions, robber barons: deal +15% damage. Costs 450 honor points. Must have nobles.	3 stage two attainments
3	Imperial arsenal	Increases ship limit by 5. Costs 250 honor points.	Increases ship limit by 10. Costs 500 honor points.	Increases ship limit by 15. Costs 750 honor points. Must have nobles.	3 stage two attainments

Oriental Attainments

STAGE	NAME	RANK 1	RANK 2	RANK 3	ATTAINMENT REQUIREMENT
1	Extended Trade treaty	Al Zahir offers citizen goods at his warehouse. Costs 50 honor points.	Al Zahir offers citizen and patrician goods at his warehouse. Costs 100 honor points.	Al Zahir offers citizen, patrician, and noblemen's goods at his warehouse. Costs 200 honor points. Must have envoys.	—
1	Treasure of the Orient	Al Zahir offers citizen items at his warehouse. Costs 50 honor points.	Al Zahir offers citizen and patrician items at his warehouse. Costs 100 honor points.	Al Zahir offers citizen, patrician and noblemen's goods at his warehouse. Costs 200 honor points. Must have envoys.	—
1	The Grand vizier's Merchant fleet	Adds a ship to the Oriental trading fleet; budgets 500 gold coins per ship. Costs 100 honor points.	Adds two ships to the Oriental trading fleet; budgets 1,000 gold coins per ship. Costs 200 honor points. Must have envoys.	Adds three ships to the Oriental trading fleet; budgets 2,000 gold coins per ship. Costs 400 honor points. Must have envoys.	—
2	Oriental Shipbuilding	Caravels, oriental trading ships: carry +5 tons of cargo, +5% hitpoints, +5% speed. Costs 150 honor points.	Caravels, oriental trading ships: carry +10 tons of cargo, +10% hitpoints, +10% speed. Costs 300 honor points. Must have envoys.	Caravels, oriental trading ships: carry +20 tons of cargo, +15% hitpoints, +15% speed. Costs 600 honor points. Must have envoys.	3 stage one attainments

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Oriental Attainments (continued)

STAGE	NAME	RANK 1	RANK 2	RANK 3	ATTAINMENT REQUIREMENT
2	The Sultan's naval forces	Adds two oriental warships to Al Zahir's auxiliary fleet. Costs 200 honor points.	Adds three oriental warships to Al Zahir's auxiliary fleet. Costs 400 honor points. Must have envoys.	Adds four oriental warships to Al Zahir's auxiliary fleet. Costs 600 honor points. Must have envoys.	3 stage one attainments
2	The Nomad's secret	All norias can mine +500 additional tons of water. Costs 100 honor points.	All norias can mine +1,000 additional tons of water. Costs 200 honor points. Must have envoys.	All norias can mine +2,000 additional tons of water. Costs 300 honor points. Must have envoys.	3 stage one attainments
3	Diplomatic tact	Enhanced tributes: +10% chance of success; gold received +5%; probability increases faster. Costs 100 honor points.	Enhanced tributes: +15% chance of success; gold received +10%; probability increases faster. Costs 200 honor points. Must have envoys.	Enhanced tributes: +20% chance of success; gold received +15%; probability increases faster. Costs 300 honor points. Must have envoys.	3 stage two attainments
3	The Saracen art of War	Oriental camp, cannon position, miners: deal +5% damage. Costs 150 honor points.	Oriental camp, cannon position, miners: deal +10% damage. Costs 300 honor points. Must have envoys.	Oriental camp, cannon position, miners: deal +15% damage. Costs 450 honor points. Must have envoys.	3 stage two attainments
3	The Envoy's favor	Envoys required per ascension right: -5. Costs 250 honor points.	Envoys required per ascension right: -10. Costs 700 honor points. Must have envoys.	Envoys required per ascension right: -20. Costs 1,500 honor points. Must have envoys.	3 stage two attainments

Corsair Attainments

STAGE	NAME	RANK 1	RANK 2	RANK 3	ATTAINMENT REQUIREMENT
1	Secret Goods storage	Hassan ben Sahid offers citizen goods at his lair. Costs 100 honor points.	Hassan ben Sahid offers citizen and patrician goods at his lair. Costs 200 honor points.	Hassan ben Sahid offers citizen, patrician, and noblemen goods at his lair. Costs 300 honor points.	—
1	Hassan ben Sahid's Strongroom	Hassan ben Sahid offers citizen items at his warehouse. Costs 150 honor points.	Hassan ben Sahid offers citizen and patrician items at his warehouse. Costs 300 honor points.	Hassan ben Sahid offers citizen, patrician, and noblemen items at his warehouse. Costs 450 honor points.	—
2	Tacit agreement	Adds a ship to the corsair trading fleet; budgets 500 gold coins per ship. Costs 100 honor points.	Adds two ships to the corsair trading fleet; budgets 1,000 gold coins per ship. Costs 200 honor points.	Adds three ships to the corsair trading fleet; budgets 2,000 gold coins per ship. Costs 300 honor points.	2 stage one attainments
2	Binding handshake	Buy ships from ben Sahid for 10% less. Costs 200 honor points.	Buy ships from ben Sahid for 20% less. Costs 350 honor points.	Buy ships from ben Sahid for 30% less. Costs 550 honor points.	2 stage one attainments

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Corsair Attainments (continued)

STAGE	NAME	RANK 1	RANK 2	RANK 3	ATTAINMENT REQUIREMENT
3	Unconditional loyalty	Increase military limit by 10. Costs 250 honor points.	Increases military limit by 20. Costs 500 honor points.	Increases military limit by 30. Costs 750 honor points.	2 stage two attainments
3	Dishonest methods	Flagships, warships: +5% hit points; +5% damage; +5% speed. Costs 200 honor points.	Flagships, warships: +10% hit points; +10% damage; +10% speed. Costs 400 honor points.	Flagships, warships: +15% hit points; +15% damage; +15% speed. Costs 800 honor points.	2 stage two attainments
3	Beggar Prince	Beggars per ascension right: -3. Costs 250 honor points.	Beggars per ascension right: -6.	Beggars per ascension right: -10. Costs 1,500 honor points.	2 stage two attainments

Items

With the right attainments, you can buy goods and items from the warehouses of different factions. Goods are the same as resources, and you should supply your own for the most part, because factions tend to sell them at high rates. But items are another story. Certain items are critical to your success in Dawn of Discovery and can only be purchased from the warehouses of the various factions. The following is a list of the items each faction sells.



Occident Items

LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Peasant	Wooden Cider press	When placed in a warehouse, increases the productivity of cider farms by 25%.	80	Production
Peasant	Alert Watch sailor	When placed in a ship's Action slot, increases range of vision by 15% and speed by 10%.	100	Navy
Peasant	Soldier sextant	When placed in a ship's Action slot, increase range of vision by 10%.	20	Navy
Peasant	Cider seeds	When placed in a warehouse, gives that island the ability to produce cider. Can only be used on northern islands.	50	Production

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Occident Items (continued)

LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Peasant	Ornate sextant	When placed in a ship's Action slot, increases range of vision by 20%.	30	Navy
Peasant	Close-meshed Fishing net	When placed in a warehouse, increases productivity of fisherman's hut by 25%.	80	Production
Peasant	Sharpened double axe	When placed in a warehouse, increases productivity of lumberjack huts by 25%.	80	Production
Peasant	Splendid gift for a guest	When presented to the Vizier, increases prestige with the Orient by 50.	50	Prestige
Citizen	Reinforced planks	When placed in a ship's Action slot, increases hitpoints by 10%.	40	Navy
Citizen	Passable Ship's carpenter	When placed in a ship's Action slot, grants low self repair.	50	Navy
Citizen	Additional Market carts	When placed in a warehouse, that warehouse and all market buildings on the same island gain an additional market cart.	350	Production
Citizen	Customs goods: Linen garments	When placed in a warehouse, you gain 5 tons of linen garments for every 15 tons of goods sold.	60	Trade
Citizen	Simple replacement Sail	When placed in a ship's Action slot, reduces slowdown from damage by 25%.	20	Navy
Citizen	Extended cargo hold	When placed in a ship's Action slot, increases storage by 10 tons.	20	Trade
Citizen	Extended Storage space	When placed in a warehouse, that island's storage capacity is increased by 5.	100	Storage
Citizen	Hemp seeds	When placed in a warehouse, gives that island the ability to produce hemp. Can only be used on a northern island.	50	Production
Citizen	Customs goods: Stone	When placed in a warehouse, you gain 5 tons of stone per 15 tons of goods purchased from that warehouse.	60	Trade
Citizen	Noble appreciation	When presented to the Vizier, increases prestige with the Orient by 100.	100	Prestige
Patrician	Customs goods: Leather jerkins	When placed in a warehouse, you gain 5 tons of leather jerkins per 15 tons of goods sold.	100	Trade
Patrician	Straw bales drizzled with Pitch	When placed in a ship's Action slot, the surrounding area is hidden from enemy view for 10 minutes.	50	Navy
Patrician	Large crucible	When placed in a warehouse, increases production of glass smelters by 25%.	150	Production
Patrician	Customs goods: Books	When placed in a warehouse, you gain 5 tons of books for every 18 tons of goods sold.	100	Trade
Patrician	Moveable type	When placed in a warehouse, increases productivity of printing house by 25%.	130	Production
Patrician	Capable Sailor	When placed in a ship's Action slot, increases cargo hold by 10 tons, and speed by 10%.	100	Navy

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LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Patrician	Herb seeds	When placed in a warehouse, gives that island the ability to produce herbs. Can only be used on a northern island.	100	Production
Patrician	Customs goods: Glass	When placed in a warehouse, you gain 5 tons of glass per 18 tons of goods purchased from that warehouse.	150	Trade
Patrician	Princely attention	When presented to the Vizier, increases prestige with the Orient by 250.	250	Prestige
Noblemen	Drunken Crew	When placed in a ship's Action slot, reduces maintenance costs by 50%.	30	Navy
Noblemen	Sharp Butcher's knife	When placed in a warehouse, increases productivity of butchers shops by 25%.	200	Production
Noblemen	Dutiful Cannoneer	When placed in a ship's Action slot, increases damage by 10% and decrease reload time by 10%.	150	Navy
Noblemen	Hearty Ship's cool	When placed in a ship's Action slot, reduces maintenance cost by 50% and increases speed by 10%.	100	Navy
Noblemen	Nimble-fingered Mate	When placed in a ship's Action slot, increases hitpoints by 15% and speed by 10%.	150	Navy
Noblemen	Talkative Ship's parson	When placed in a ship's Action slot, grants 10% increased speed and medium ship repair.	100	Navy
Noblemen	Delicate Pincers	When placed in a warehouse, increases productivity at the redsmith's workshop by 25%.	200	Production
Noblemen	Glass hand spindle	When placed in a warehouse, increases productivity of silk weaving mills by 25%.	200	Production
Noblemen	Reinforced Fortifications	When placed in a warehouse, all castles, towers, gates and walls on the same island gain 10% hitpoints.	100	Army
Noblemen	Customs goods: Brocade robes	When placed in a warehouse, you gain 5 tons of brocade robes per 22 tons of goods sold.	300	Trade
Noblemen	Solid fire	When placed in a ship's Action slot, increases damage by 20%.	80	Navy
Noblemen	Customs goods: Wine	You levy a duty per 5 tons of wine per 18 tons of goods a trading partner buys from you.	150	Trade
Noblemen	Sharpened sword	When placed in a warehouse, increases the damage of all your armies on that island by 10%.	150	Army
Noblemen	Grape seeds	When placed in a warehouse, gives that island the ability to produce grapes. Can only be used on a northern island.	200	Production
Noblemen	Imperial tribute	When presented to the Vizier, increases prestige with the Orient by 500.	500	Prestige



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LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Peasant	Legendary sextant	When placed in a ship's Action slot, increases range of vision by 30%.	40	Navy
Peasant	Date seeds	When placed in a warehouse, gives that island the ability to produce dates Can only be used on southern islands.	50	Production
Pesant	Top quality Sailcloth	When placed in a ship's Action slot, increases speed by 25%.	100	Navy
Peasant	Cheerful helmsman	When placed in a ship's Action slot, reduces amount ship is slowed by damage by 25%, and grants a medium level of ship self repair.	100	Navy
Citizen	Customs goods: Milk	When placed in a warehouse, you collect 5 tons of milk for every 10 tons of goods sold.	40	Trade
Citizen	Alert Ship's watch	When placed in a ship's Action slot, increases hitpoints by 15% and increases range of vision by 15%.	150	Navy
Citizen	Tear-proof replacement Sail	When placed in a ship's Action slot, reuces slowdown from damage by 50%.	40	Navy
Citizen	Iron rake	When placed in a warehouse, increases productivity of spice farms by 25%.	100	Production
Citizen	Skillful Ship's mate	When placed in a ship's Action slot, reduces slowdown from damage by 25% and increases speed by 10%.	100	Navy
Citizen	Large Wicker basket	When placed in a warehouse, increases the productivity at date plantations by 25%.	70	Production
Citizen	Wooden milking stool	When placed in a warehouse, that island's goat farms are 25% more productive.	70	Production
Citizen	Clay seeds	When placed in a warehouse, gives that island the ability to produce clay. Can only be used on a southern island.	100	Production
Citizen	Alert Ship's watch	When placed in a ship's Action slot, increases hitpoints by 15% and range of vision by 15%.	150	Navy
Patrician	Customs goods: Mosaic	When placed in a warehouse, collects 5 tons of mosaic per 15 tons of goods sold.	150	Trade
Patrician	Large furnace	When placed in a warehouse, increases productivity of mosaic workshops by 25%.	100	Production
Patrician	Iron knotting needle	When placed in a warehouse, increases the productivity of carpet workshops by 25%.	70	Production
Patrician	Bold seaman	When placed in a ship's Action slot, grants medium self repair and increases damage by 10%.	150	Navy
Patrician	Cutsoms goods: Carpets	When placed in a warehouse, collects 5 tons of carpets for every 15 tons of goods sold.	80	Trade

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Orient Items (continued)

LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Patrician	Solid fire	When placed in a ship's Action slot, increases damage done by 20%.	80	Navy
Patrician	Coffee seeds	When placed in a warehouse, gives that island the ability to produce coffee. Can only be used on a southern island.	200	Production
Patrician	Good-natured Sailor	When placed in a ship's Action slot, reduces slowdown from damage by 25%, and increases storage by 10 tons.	100	Navy
Noblemen	Hardened shortsword	When placed in a warehouse, increases the damage done by armies on that island by 15%.	250	Army
Noblemen	Austere Crow's nest watch	When placed in a ship's Action slot, increases range of vision by 15 and reduces slowdown from damage by 25%.	100	Navy
Noblemen	Heavy fire	When placed in a ship's Action slot, increases damage by 30%.	120	Navy
Noblemen	Hardy gunner	When placed in a ship's Action slot, increases damage by 10% and increases firing rate by 10%.	150	Navy
Noblemen	Customs goods: Marzipan	When placed in a warehouse, collects 5 tons of marzipan for every 18 tons of goods sold.	300	Trade
Noblemen	Massive fire	When placed in a warehouse, castles, towers and gates on that island do 15% more damage.	250	Army
Noblemen	Rose seeds	When placed in a warehouse, gives that island the ability to produce roses. Can only be used on southern islands.	200	Production
Noblemen	Straw bales dripping with Pitch	When placed in a ship's Action slot, conceals everything nearby from the view of other players/	150	Navy

Corsair Items

LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Peasant	Map of a lost Knight	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	80	Expedition
Peasant	Improved Sailcloth	When placed in a ship's Action slot, increases speed by 20%.	60	Navy
Peasant	One-eyed Ship's Carpenter	When placed in a ship's Action slot, increases speed by 10% and grants medium self repair.	100	Navy

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LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Peasant	Tattered Map	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	30	Expedition
Peasant	Blood-spattered map	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	—	—
Peasant	Experienced Ship's Carpenter	When placed in a ship's Action slot, grants medium self repair.	50	Expedition
Peasant	Hunch-backed Corsair	When placed in a ship's Action slot, increases range of vision by 15% and speed by 10%.	100	Navy
Citizen	Broad-shouldered Ship's Carpenter	When placed in a ship's Action slot, grants high self repair.	150	Navy
Citizen	Ropemaker's wheel	When placed in a warehouse, increases productivity of ropeyards by 25%.	120	Production
Citizen	Toll: Ropes	When placed in a warehouse, you gain 5 tons of ropes for every 15 tons of goods purchased.	80	Trade
Citizen	Yellowing Treasure map	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	30	Expedition
Citizen	Small Powder keg	When placed in a ship's Action slot and activated, the keg is dropped into the water where it explodes after 15 seconds, damaging all nearby ships.	50	Navy
Citizen	Sooty Letter of marque	When placed in a ship's Action slot and activated, that ship has 5 minutes to capture another player's ship. You will suffer no diplomatic consequences.	50	Navy
Citizen	Spacious Cargo holds	When placed in a ship's Action slot, increases storage by 20 tons.	40	Trade
Citizen	Marine chart covered in algae	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	80	Expedition
Citizen	Sealed Expedition map	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	50	Expedition
Citizen	Studded planks	When placed in a ship's Action slot, increases hitpoints by 20%.	60	Navy
Citizen	Drunken Crew	This low strength crew can be used to capture a small enemy ship.	50	Navy

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Corsair Items (continued)

LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Patrician	Treasure map shrouded in secrecy	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	80	Expedition
Patrician	Sealed Letter of marque	When placed in a ship's Action slot and activated, the ship has 8 minutes to capture other ships without diplomatic consequences.	100	Navy
Patrician	Crazy Ship's cook	When placed in a ship's Action slot, increases speed by 10% and damage by 10%.	150	Navy
Patrician	Brave Boarding crew	When placed in a ship's Action slot and activated, this crew can commandeer the small ship of another player.	100	Navy
Patrician	Hand-written Treasure map	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	50	Expedition
Patrician	Hardened Ship's mate	When placed in a ship's Action slot, increases cargo hold by 10 tons and speed by 10%.	100	Navy
Patrician	Copper Vat	When placed in a warehouse, the breweries on that island become 25% more productive.	130	Production
Patrician	Straw bales soaked in Pitch	When placed in a ship's Action slot, conceals the area from enemy view for 20 minutes.	100	Navy
Patrician	Plugged Powder keg	When used, drops into the water and explodes 15 seconds later, seriously damaging all nearby ships.	75	Navy
Patrician	Toll: Weapons	When placed in a warehouse, collects 5 tons of weapons per 19 tons of goods sold.	100	Trade
Noblemen	High-explosive Powder keg	When placed in a ship's Action slot and activated, the keg is dropped in the water where it explodes 15 seconds later, destroying all nearby ships.	100	Navy
Noblemen	Morose Ship's watch	When placed in a ship's Action slot, increase hitpoints by 15% and speed by 10%.	150	Navy
Noblemen	A very mysterious Treasure map	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	80	Expedition
Noblemen	Small Forging hammer	When placed in a warehouse, increases pearl workshop productivity by 25%.	180	Production
Noblemen	Insane Powder keg	When placed in a ship's Action slot and activated, the keg is dropped into the water where it will explode 15 seconds later, destroying all ships in the area.	200	Navy
Noblemen	Iron-clad full Armor	When placed in a warehouse, all the armies on that island gain 20% hitpoints.	200	Army

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LEVEL	NAME	USE	HONOR POINTS COST	TYPE
Noblemen	Treasure map of a dead Nobleman	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	50	Expedition
Noblemen	Torn Marine chart	When placed in a ship's Action slot and activated, the ship leaves the map on an expedition and may return with an item. The likelihood that the ship will return with an item is affected by the presence of specified resources on board the ship.	30	Expedition
Noblemen	Toll: Pearl necklaces	Extorts 5 tons of pearl necklaces from trading partners who buy more than 18 tons of pearl necklaces.	200	Trade
Noblemen	Imperial Letter of marque	When placed in a ship's Action slot, enables you to capture ships while avoiding diplomatic consequences for 20 minutes.	200	Navy
Noblemen	The Sultanate's Letter of marque	Capture another player's ship without facing diplomatic consequences. Lasts 13 minutes.	150	Navy

All items are easy to use. If an item affects a ship, you simply put the item in the ship's cargo and left-click it. This will move the item into the ship's Action slot. If the item has to be activated in order to work, left-click it while it is in the Action slot, and confirm that you want to use the item by pressing the Check Mark button. If the item doesn't require activation (if it has a passive effect), then it will begin working as soon as it is in the Action slot. To remove an item from an Action slot, right click it. The same goes for items that affect your militaries, buildings, production lines or fertilities. These items must be placed in the strongbox of the warehouse on the island you want to affect. Once the item is in strong box storage, left-clicking it will place it in an Action slot. If the item has a passive effect, it will begin working right away. If it needs to be activated, left-click on it, then confirm via the check button that you want to activate the item.

The most important items in the item lists are the diplomatic tokens which purchase prestige, and the fertility items that can allow you to grow different crops on different islands. The other

items have very conditional uses. For instance, powder kegs and other ship oriented power-ups are great if you're in the thick of a naval battle, but should be passed over if a naval confrontation is not in the foreground. It should also be noted that the prestige items, fertility items, and treasure maps are the only real constants across the board. Everything else tends to be randomized, and is just as likely to appear in the Citizens tab of the Occidental auction house as the Patrician's tab of the Corsair.

Neutral Powers

Neutral powers are the residents of conspicuous buildings scattered throughout the islands in *Dawn of Discovery*. They aren't on anybody's side, but if you colonize an island with a neutral power on it, you can access that power by building a road up to its front door. Each neutral power has a special ability that they'll be more than happy to share with you for the right price. The following is a list of all the neutral powers you'll encounter, what they do, and what they take in exchange.

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- ✦ Robber baron castle: Barnabas will provide you with a robber baron camp with 2,400 hit points and 2 attack power for 2,000 gold coins and 15 tons of beer.



- ✦ Mountain monastery: Brother Hilarius sells tools and stone, as well as beer (at the patrician level) and wine (at the noblemen level).



- ✦ Old tree: For 5 tons of herbs, Hekata protects your settlements from sickness and plague.



- ✦ Excavation site: Cuno von Rembold will excavate his dig site and find an item for you depending on the amount of goods you supply him with. While the types of goods he requests vary, the amounts you can supply are modest, adequate, and huge. The quality of the excavated item does not necessarily reflect the quantity of goods supplied.



- ✦ Alchemist's tower: Izmir will conduct an experiment and create sources for you depending on the amount of goods you supply him with. You can supply him with modest, adequate and huge amounts of goods. The quality of resources he creates does not necessarily reflect the quantity of goods supplied.



- ✦ Assassins' fortress: Al Rashid will supply you with an assassins' camp if you provide him with 1,500 gold coins, 5 tons of carpets, and 10 tons of hemp. The assassins have only 200 hit points, but hit for 13 damage.



- ✦ Academy of Wisdom: Ibn al Hakim will periodically create items if you keep him constantly supplied with milk and dates.



- ✦ Caravanserai: Karim sells tools and mosaic, as well as indigo (at the patrician level) and coffee (at the noblemen level).



- ✦ Place of pilgrimage: Benedicta will periodically supply you with honor if you steadily supply her with bread.

While the robber baron castle and the assassins' fortress are useful neutral buildings, the very best ones are the Academy of Wisdom and the Place of pilgrimage. For just milk and dates, Ibn al Hakim will provide you with a steady flow of items, including the excellent Construction plan for Noria. This will let you build large norias before you otherwise would be able to, and large norias are much more useful than small ones. Also, you can always use honor, so Benedicta's place of pilgrimage is a godsend. Other neutral powers can be fun and interesting, but they're also random and may require large amounts of resources. If you're already in great shape and just want to play, then they're very entertaining investments. But if you're trying to

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build a civilization under pressure, you may not want to invest in places like the alchemist's tower or the excavation site.

Beggars



As your main settlement grows in scenario and continuous game mode, you will begin to attract beggars. When they arrive, they'll courteously ask if they can stay in your town. If you say no, then you risk them banding together and attacking your buildings. If you say yes, then you need to build an alms house to care for them. Alms houses are very inexpensive and can house up to 500 beggars at a time. However, beggars still drain food and drink and do not pay taxes, making them an ever greater drain on your economy as your civilization advances.

Scenarios

Scenarios are massive levels with very ambitious end goals that come in one of three difficulties: Easy, Medium, and Hard. Easy scenarios are fun and relaxing journeys that examine just how big you can build your settlements. Medium scenarios are difficult games with competent opponents that don't involve warlike goals, but occasionally include some warlike players. And hard scenarios are some of the most brutal challenges you can face in *Dawn of Discovery*, period. These group you with the most sinister minds the game has to offer on massive maps with kill or be killed goals.

Aside from their difficulty differences, all scenarios have a lot in common with the other modes of play in *Dawn of Discovery*. You still build a settlement and complete quests while exploring the world and advancing your civilization. But you have much more freedom than you did in the campaign, and unlike continuous games, you always have an end goal in mind. The following is a list of all six scenarios, along with an in-depth look at how to approach them.

Elector

✦ Easy difficulty

✦ Winning conditions:

- Accumulate 150,000 gold coins
- Settle 5,000 inhabitants
- Settle 2,000 noblemen

You begin with 80,000 gold coins, 40 tons of wood, 40 tons of tools, and 40 tons of stone on an island that can grow cider and hemp. It's called Goldford. Goldford is gigantic; it's three or four times the size of most islands. You begin with a warehouse on the south coast.

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Goldford is a colossal island, and that makes it incredibly friendly to your goals. You have plenty of room to develop a settlement with at least 2,000 noblemen

at the center of the island, and enough space on top of that to establish several different production facilities.

Lord Northburgh will have a harbor at Kingsport, which will be a very small island without an actual settlement. Lord Northburgh is not a competitor on this or any other map; he is there only to trade with you and to sell you items in exchange for honor points.



When you first begin the Elector scenario, you have neither a tool production facility nor a boat. This would seem to mean that if you run out of tools in the early going, then you will get hopelessly stuck. But this is not the case, for once your first citizens move in, Lord Northburgh will offer to sell you a flagship

for 3,500 gold coins. You definitely want to take him up on his offer.

While you work on your home settlement at Goldford, you should explore the map with your new ship. In your travels, you should encounter one other very large Occidental island, and a handful of smaller ones. Take note of fertilities and rivers. You can see the types of crops that can grow on an island in the symbols next to its name. For instance, if an island can grow both wheat and herbs, then that might be a great place to establish your beer production in the future.

To the south, you should encounter several large Oriental islands. One of these will include the Vizier's harbor. In order to complete this scenario, you are going to need



to complete quests for Lord Northburgh for honor points. Then you are going to turn around and buy diplomatic tokens from Lord Northburgh, which you will then present to the Vizier in exchange for prestige. This will allow you to increase your diplomacy level to the extent that your Oriental settlements can build quartz quarries, which you will need to make glass.

When looking at the islands in the south, you want to keep a few things in mind. You definitely want to settle the largest of the southern islands, because you'll want to build a huge nomad settlement there. To keep nomads happy, all you need are dates, which come from date farms.

You'll also want to look out for southern islands with fertilities for spice and indigo. Spice should be your first priority. You

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should establish at least two spice farms early, as well as a trade route to bring spice to your main settlement. Later, you will need indigo for books, and quartz for glass.

That's all there is to it! Growing a colossal civilization never gets easier than this, so enjoy yourself!

Master Builder

✦ Easy difficulty

✦ Winning conditions:

- Build an Imperial Cathedral
- Settle 10,000 inhabitants worldwide
- Settle 5,000 noblemen



You begin on Wolf's Haven, which is a decently sized island, though not as comfortably large as the one in the Elector scenario. Still, it should have about four stone deposits and four iron deposits, and that's plenty.

You begin with 50,000 gold coins, 40 tons of wood, and 40 tons of tools. As you begin your settlement, keep in mind that you're going to want to place at least one full housing development, so try to give yourself as much room in the middle of the island as possible.

As soon as you acquire citizens, Lord Northburgh will sell you a flagship. Immediately buy it and explore. You will encounter several interesting things on your voyage. For one, there should be two very large uninhabited islands near Wolf's Haven with, each with cider and hemp fertilities, making them both prime places to lay down settlements. However, one will have stone and iron deposits, while the other has brine. You essentially want to settle the one with stone and iron so that you don't have to constantly traffic tools and stone over there.

You'll also encounter a very, very large Oriental island. You'll need to settle this with a huge number of nomads to hope to reach your 10,000 inhabitants mark. Settle the island with the spice fertility first, and make sure to put your nomad settlement on an island with date fertility (which should be most of them.)



You'll find the Vizier's harbor, as always, but this time you'll encounter two new faces; Hassan ben Sahid of the Corsairs, and an Easy-level computer player on Goldford island; possibly Willem van der Mark. If you aren't careful, this player will settle the islands you're interested in inhabiting, so you have to make sure and put warehouses and settlements on the islands that are most important to you right off the bat. Easy-level players are not

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much of a threat, but if their buildings are all over an island you need, there's not a whole lot you can do about it until you've built a fleet and a military. Make sure you claim your Oriental and Occidental islands before your rival gets to them. The easiest way to do this is to build a warehouse on a shore. Your opponent won't attempt to colonize an island if they see you've beaten them to it.



A more serious threat is Hassan ben Sahid and his Corsairs. These pirates will periodically ask for 10% of your savings, or 4,000 gold coins, whichever is higher.

If you do not pay, they'll declare war on you and destroy any ship you put in the water unless you field a fleet. The easy approach is to simply make sure you don't run out of money. This will keep them off your back until you're either ready to take them on, or have such a surplus that their occasional demands don't phase you.

You're going to want to buy tools and wood from Lord Northburgh to finance the warehouses and small market buildings you're going to want to build to stake your claims on your islands.

Once you've acquired the biggest and best islands, you can begin the slow and steady task of building your settlements and developing your production lines. As long as you didn't give up a great island to your opponent, they shouldn't be any threat to you; easy-level computer players like the one on this map expand incredibly slowly.



In the early going, don't forget to turn off ascension rights to keep your inhabitants from using up all your tools.

NOTE

You should also make sure and do the quests that Lord Northburgh asks you to do, especially if they involve recovering flotsam or rescuing castaways. If Northburgh asks you to sink a ship or escort one you should think twice unless you have some warships.



Finally, make sure that you invest in one of the larger islands as your main settlement early on. Once you can create tools at Wolf's Haven, begin attempting to establish a much larger settlement at Roseyard, assuming that is a big island with lots of stone and iron deposits in your game. Once you begin to cultivate a presence on two large northern islands, you can begin to establish yourself in the south, and from there you'll be well on your way to settling 10,000 inhabitants. Building an Imperial cathedral is a mighty task, but with nothing but an easy opponent on the map, there should be nothing between you and master builder status.

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Diplomat

- ✦ Medium difficulty
- ✦ Winning conditions:
 - Build a Sultan's Mosque
 - Settle 5,000 envoys worldwide
 - Complete 5 quests for the Sultan

You begin this game with 30,000 gold coins and 40 tons of wood, 40 tons of tools, and 10 tons of fish on board a flagship. You should know going in that there are two relatively large northern islands and one large southern island on this map, and you need to claim all of them. First, Wolf's Haven should be somewhere just to the north of your starting place at Kingsport. Set down a warehouse and a couple small market buildings, and then immediately move south and capture Roseyard. From there, make sure you place a warehouse and a couple market buildings on Sheepbridge, the large oriental island in the south.

You will have two medium level opponents on this map, most likely Guy Forcas and Helena Flores. They will be attempting to capture the largest northern islands they can find right at the outset of the game. If one of them pounces on the best islands before you get a chance, then mark where the islands were and reset the map. If you're quick, you can capture Goldford, Wolf's Haven and Sheepbridge before your opponents get the chance. This will both help you and hamstring them.



You'll want to make sure and encounter the Corsair's island. If you do not, they won't be able to ask you for money, and if you don't pay them, they'll attack and sink your trade ships.

One of the very first things you should do once you have 100 honor is to buy a noble appreciation and deliver it to the Vizier. This will not only grant you access to oriental buildings, it will also give you a new small trading ship loaded with 40 tons of wood, 40 tons of tools, and 40 tons of dates. Those will greatly help you develop your settlements.

You should also make sure and complete quests for the Vizier and Lord Northburgh, just don't take your eye off of your settlement. Most quests don't require your full attention, so make sure you also build up your settlement while you're escorting this ship, picking up that flotsam, or blasting those enemies.

With so many warehouses and small market buildings on the map, you'll be running at a bit of a cash deficit. This will be exacerbated by the fact that you'll need to purchase tools and wood from Lord Northburgh in the early going. With this in mind, make sure and mainly develop one settlement at the outset; either Wolf's Haven or Goldford.

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If you aren't accustomed to facing two medium opponents, lay off of the fast forward button. Better yet, slow things down until you're sure you're keeping up with your foes.

CAUTION

You should know that if either of the players advances too far beyond you, they will disparage you and then declare war. The best way to prevent this is to stay ahead of the competition; as long as you're reaching civilization levels before they do, they won't get too aggressive. But if you do find yourself falling behind, don't worry too much. As long as you can acquire a couple small warships, you should be able to fend for yourself. You can do this by either building a small shipyard and crafting a couple small warships, or you can use 300 honor to order an auxiliary fleet from Lord Northburgh. If you think a computer player is close to declaring war on you, you might consider doing both. You can also buy small warships from Hassan ben Sahid if you have the spare gold coins.



Another thing you can do to keep other player's from getting too aggressive is to periodically ingratiate yourself to them in the diplomacy window. You

should have about a 75% chance of success, and doing so will raise your reputation with them 4 points. That will definitely help keep them off your back while you get your settlements up and running.

You'll also have to deal with natural disasters on this map. Sand storms will periodically hit southern islands, devastating their settlements. And random fires will break out in your northern settlements. You can build a fire station to prevent fires, but there's nothing you can do about sand storms, other than cross your fingers.



When building your spice plantations, look for terrain that's already fertilized by proximity to water. If you build your farms there, you won't need norias.

TIP

Make sure and use nomads to bolster your cash balance when you have the tools and wood to build their houses. Nomads are

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very easy to take care of, as they only need dates. The income from a large nomad settlement will greatly help you build up your more complex occidental settlement.

As long as you build quickly and efficiently and don't fall too far behind your computer-controlled rivals, you shouldn't have to resort to warfare to beat this level.

Guild Master

✦ Medium difficulty

✦ Winning conditions:

- Accumulate 500,000 gold coins
- Obtain an alliance with all the other players simultaneously
- Complete 5 quests for the Emperor

This is the most difficult scenario yet. Not only are the islands much smaller and more numerous, but you're now vying against three computer players for resources, while also trying to avoid the Corsairs.

You begin the map in a ship loaded with 40 tons of wood, 40 tons of tools, 10 tons of fish, and 10,000 gold coins. That's right, cash is extremely tight, so you'll have to be incredibly frugal, but also fast. You don't want to run out of money, but you also don't want to fall behind your rivals. You also need to avoid contact with the Corsairs, because you won't be able to pay off Hassan ben Sahid until you've built up your first settlement and are bringing in good money.



But before you worry about Corsairs, you should try to grab the two biggest islands in the north, Wolf's Haven and Goldford. If you can put a warehouse on one

and settle the other as soon as the game starts, you will be in good shape.

From there, you'll need to stake a claim to a southern island, preferably one with both date and spice fertilities. There should be at least two islands fitting that description, and you definitely want the larger one with as much pre-fertilized soil as you can get.



It's a good idea to set the game speed to slow when you're doing things like placing houses or setting up production facilities.

NOTE



Your rivals will be Guy Farcas, Helena Flores, and Leif Jorgensen. Despite the fact that there are now three computer players on the board rather than two, you are essentially competing against two since Leif Jorgensen is an easy player and should be far behind you the whole way through.

Once you have your islands under control and are developing your settlements, you should consider your goals in this scenario.

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Accumulating 500,000 gold coins is just a matter of time if you have a nice, high gold coin balance. And that, in turn, comes with having a large settlement. However, obtaining an alliance with all the other players simultaneously will require many things. You'll need to stay well ahead of your competition in terms of development; you'll need to complete quests for the Vizier and for Lord Northburgh (netting you reputation); and you'll need to ingratiate yourselves to all of the players whenever you get a chance. You may also want to pay tributes when you have the spare gold.



With that in mind, you should consider which attainments you want to acquire. You basically want to collect any attainments that enhance your efficiency and your diplomatic skills. You want to avoid attainments in the Oriental tree, because you're only going to be going deep enough into Oriental technology to get yourself quartz for glass smelting. With that said, you definitely want to pick up all three ranks of The Regent's Seal in the second tier of the Occidental attainments. This will improve the efficacy of "ingratiate," and also improve your probability of success. You should also put at least a couple points into Occidental Shipbuilding; this will increase the hit points—and

more importantly the speed—of your trading ships, leading to a steadier stream of supplies.

Aside from those, you might look into grabbing The Nomad's Secret attainment, but only late in the game. This attainment is in the second tier of the Oriental tree, so you'll need to invest at least 200 honor points before you get to its first rank. That said, it vastly increases the amount of water your norias can drain out of the ground, which means you'll need to spend much less time micromanaging them.

General

✦ High difficulty

✦ Winning conditions:

- Be the last survivor
- Sink 40 ships

At first, life doesn't seem so hard in this level. You have 10,000 gold, 40 tons of wood, 40 tons of tools, and 10 tons of fish, just like in some of the Medium scenarios. But you're also up against a very difficult assortment of opponents: Baronessa Constanza Zanchi, Giovanni di Mercante, and Helena Flores. While Helana presents a challenge, the Baronessa and Giovanni are downright fiendish. They build their civilizations quickly, and the two of them will put a great deal of pressure on you if you aren't equally adept.



There's almost always a desirable island just northeast of your starting location in this scenario.

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If you're having trouble getting off to a fast enough start in this scenario, you can always look at what the computer does. Giovanni, for instance, starts with two fisherman's huts, four lumberjack huts, a cider farm, and about 36 houses. But don't look too hard, or you'll miss your chance to beat the other players to the most desirable island in the scenario. Right near the middle of the map there is a huge desert island. It should have both date and spice fertilities, and be seductively close to your own island. And on top of that, it's huge, which is odd considering the small size of nearly every other island on the map. Make sure and pick it up; then maybe Mercante will be watching to see how you do it!



Aside from a few large exceptions, this scenario is full of small to mid-size islands. However, there are abundant supplies of stone, iron, and all the other essential

resources around the map. That is partially because this map is colossal. Islands that appear tiny on the map are actually modest islands with good resources and a little space. So even though you may feel crowded by the presence of your two hard-nosed rivals, you should have plenty of space and resources at hand.



In easier scenarios it is enough to simply place a warehouse on an island to keep it from the settlements of others, but in this scenario other players will steal your islands out from under you if you don't develop them. One way to keep a tighter grip on an island is to build a few small market buildings on it; your rivals can't build anywhere within a market building's circle of influence.

CAUTION

One thing that will give you some breathing room in this scenario is the fact that Helena Flores will fall behind both the Baronessa and Giovanni, and will eventually find herself at war with at least one of them. This will slow down both parties. This is also a good lesson; you don't want to enter a conflict until you're good and ready. Besides, if computer players take each other out, that's much less work for you to do.

When the time comes for you to actually fight one of your computer rivals, you want to execute two measures. You want to use a small fleet of ships to destroy their trading vessels, as well as any offensive fleet they have. Sea battles are won entirely through attrition, attainments, and items. You want



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to have more ships than your enemy, with better attainments, and with items that will give you that extra edge.

The easiest way to get ships is through both attainments and honor. Two great attainments for naval warfare are the Royal Armada attainment, and the Sultan's Naval Forces. These attainments both boost the auxiliary fleet that the Vizier and Lord Northburgh will send to you once per hour, if you have enough honor. If you max out these two attainments, you can requisition four Oriental warships and two large warships out of thin air, regardless of your fleet limit. That is a serious squadron of ships all by itself!

Finally, you can bolster your fleet with the Dishonest Methods attainment from the Corsairs. While expensive, this attainment will give all of your warships +15% damage, +15% speed, and +15% hit points. That's a huge edge!

You can also use items to give your ships an edge, and while there are all sorts of different power-ups available, the best ones are the explosive kegs. It's worth buying items from ben Sahid's warehouse every now and then just to see if a keg pops up, because one of those can completely change a fight. Some kegs are even strong enough to take out entire fleets in one shot if they're grouped together too closely.



For more details on attainments and items, see the respective sections earlier in this chapter.

NOTE



Once you have a strong fleet, you want to send a few ships to disrupt your opponent's southern trading routes, and use the others to defend your own ships and islands. You also want to reinforce your own main settlement with a keep and military camps. To defend your island, you want three large military camps, three trebuchet positions, a handful of towers, and 20 to 30 tons of provisions. With that, you should be able to repulse any military camps your opponents send at you long enough for your ships to undermine their economy and corrode their civilization. You should only send your armies in to attack their island when you're sweeping up with overwhelming force. You should also make sure to try and "back door" your opponent. Draw your enemy's attention toward your main force, and then use some hard-hitting units to demolish the production lines on their island's opposite shore.

If all of the computer players have been defeated but you still haven't sunk 40 ships, just abandon your treaties with the Corsairs. They will be more than happy to send some ships against you.

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Imperator

- ✦ High difficulty
- ✦ Winning conditions:
 - Be the last survivor
 - Secure all attainments
 - Build an Imperial Cathedral and a Sultan's Mosque
 - Accumulate 1 million Gold coins
 - Settle 10,000 Envoys
 - Settle 10,000 Noblemen
 - Complete 15 quests for the Sultan or the Emperor



You begin at Lord Northburgh's Kingsport with a boat that contains 40 tons of wood, 40 tons of tools, 10 tons of fish, and 10,000 gold coins. Go northeast to find Goldford, which is a nice big island with all the resources and fertilities you need. At the beginning, this scenario seems to have a lot in common with several other scenarios. The difference is that you're now up against three hard opponents in Baronessa Constanza Zanchi, Cardinal Lucius, and Giovanni di Mercante.

You're also on a huge map with only a few truly large islands. There are two or three in the north, and then one huge desert island right near the middle of the map. This desert island is a

premium find not just because of its size, but also because of the size of the map. For instance, if your main settlement is far to the north, it will take forever to transport spices and quartz from an island far to the south, no matter how big it is.



If you have several southern islands that are producing goods to be taken north, have tradeships relay the goods from the southernmost desert island to the northernmost. That way you can minimize the downtime between shipments of spice, quartz and indigo.

TIP

Despite the number of winning conditions associated with this scenario, your progression should be pretty straightforward. You see, you'll have a very hard time building either a cathedral or a Sultan's Mosque with the likes of Cardinal Lucius around, much less both. So ridding the playing field of your competition should be your first goal.

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Ingratiate yourself to people while there are still three strong computer players in the game, and go for the Regent's Seal attainment to help with this. Remember, if there are three computer players in the world and you're at war with one of them, you are now definitely at a disadvantage to the two you are not at war with, much less the one who is trying to burn down your warehouse and sink all your ships.

You don't want to fight unless you're sure you'll win, and that requires a large fleet of ships and some decent defenses at your main settlement. You also want a nice savings and a healthy cash balance, because ships and armies are expensive, and you're going to want to pay off the Corsairs while you engage the other players. It's a lot harder to control the seas when the Corsairs are throwing ships at you every few minutes.



Once you've managed to outlast your Hard-level opponents, you've completed step one. From here on out you're going to have to establish multiple strong settlements, but this isn't as difficult as it seems. After all, up until not too long ago, the map was supporting four advanced players at once, right? You just have to set up several large, functioning settlements as though you were playing two or three separate games of *Dawn of Discovery* at once. The map is certainly large enough to help you feel that way.



In order to juggle so many settlements and resources, you're going to want the best trading ships you can get. Build large trading ships, and also make sure you get the Occidental Shipbuilding attainment as you begin to ramp up your population; that will greatly improve the transit of goods between islands.

TIP

With multiple high-level, autonomous settlements you should easily be able to settle your 10,000 nobles and envoys. This will take a very long time, but it won't be too difficult. With that many taxable inhabitants, you should be working with a huge budget balance somewhere in the +5,000 gold coins range. From there, build your Imperial Cathedral and your Sultan's Mosque, do your quests, and save up your million in gold coins. Then it's just a matter of time before you beat the hardest scenario in *Dawn of Discovery*.

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Continuous games come in one of three difficulties—Easy, Medium, and Hard—with many different customizable settings. You have whatever goals and conditions you set. The three difficulty settings come with preset parameters:

Easy

- ✦ Abundant raw materials and fertilities
- ✦ No natural disasters
- ✦ Few Corsairs
- ✦ Other players are friendly

Medium

- ✦ Abundant raw materials and fertilities
- ✦ Moderate Corsair activity
- ✦ Fires, plagues, thunderstorms, and sandstorms
- ✦ Two random players may not be friendly

Hard

- ✦ Few raw materials and fertilities
- ✦ Large-scale natural disasters
- ✦ High Corsair activity
- ✦ Smart and dangerous enemy players

Within each of these three settings, you can tweak and toggle many different settings. Each setting has a difficulty value associated with it, and when you add up all the difficulty values of each setting, you get the overall difficulty level of your continuous game. The difficulty ranges are as follows:

- ✦ Easy: 0 to 555 difficulty points
- ✦ Medium: 556 to 1,110 difficulty points
- ✦ Hard: 1,111 to 1,665 difficulty points

The following sections detail the start conditions you can adjust to increase or decrease the difficulty of a scenario.

Computer Players



You can go up against one to three computer players and can choose between the following:

Easy

- ✦ Leif Jorgensen: This young minstrel is more annoying than threatening (+75 difficulty).
- ✦ Hildegard von Lewenstein: She's a nun. The only thing more shameful than beating her would be getting beaten by her (+75 difficulty).
- ✦ Willem van der Mark: This elderly gentleman is looking for his daughter, not a fight (+75 difficulty).

Medium

- ✦ Marie d'Artois: Marie may not have the best judgment, but she makes up for it with heart and aggression (+150 difficulty).

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- ✦ Sir Gavin Langton: He is smooth and arrogant; if you don't win the map, he might (+150 difficulty).
- ✦ Helena Flores: Beautiful and intelligent, don't underestimate her (+150 difficulty).
- ✦ Guy Forcas: Wicked and underhanded, he is out to get you (+150 difficulty).

Hard

- ✦ Baronessa Constanza Zanchi: Imperious and proud, the Baronessa demands the highest competition (+225 difficulty).
- ✦ Cardinal Lucius: This wicked holy man is always thinking, so you better be, too (+225 difficulty).
- ✦ Giovanni di Mercante: This industrious ruler quickly builds powerful civilizations (+225 difficulty).

Corsairs



Corsairs are a pirate faction that roam the seaways and can either be bribed or engaged. They also have four difficulty settings:

- ✦ Off: There are no Corsairs to deal with (+0 difficulty).
- ✦ Weak: There are a few pirate ships, but they're ill-equipped (+20 difficulty).
- ✦ Medium: You will need to actively focus on dealing with this pirate force (+40 difficulty).
- ✦ Strong: These guys will disrupt your trade routes if you don't meet them with a powerful fleet (+60 difficulty).

Start Treaties

Start treaties dictate the terms you are on with the computer players when a game begins.

- ✦ Peace: You begin with peace treaties with all active players; this means you aren't fighting, though you soon could be (+40 difficulty).
- ✦ Trade: You begin with trade treaties with the active players; this means they are generally friendly to you (+20 difficulty).
- ✦ Alliance: You begin the game with alliances with all active players. This means they will come to your aid in a conflict (+0 difficulty).

Map Size

Maps come in four sizes: small, medium, large, and huge.

Island Size

Islands come in three sizes: Small (+50 difficulty), Medium (+25 difficulty), and Large (+0 difficulty). Large islands are the easiest to deal with, because they give you more room to settle inhabitants and create production facilities. Small islands give you little room to do either.

Fertilities

This setting dictates how many different crops you can grow on a given island. The three settings are Few (+60 difficulty), Medium (+30 difficulty), and Many (+0 difficulty).

Island Difficulty

This setting adjusts the amount of room within an island that is suitable for building. There are three levels: Easy (+0 difficulty), Medium (+25 difficulty), and Hard (+50 difficulty). An Easy island will have lots of open space; a Hard one will have rocks and rivers that obstruct your development spaces.

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Raw Materials

This setting affects the number of raw materials on any given island on a map. There are three settings: Few (+60 difficulty), Medium (+30 difficulty), and Many (+0 difficulty). An island with few materials will have less to offer than an island with many.

Neutral Powers

Neutral powers can bestow different boons upon you in exchange for materials. There are three different settings for neutral powers: Off, Medium, and Many. Since your computer rivals don't take advantage of neutral powers, you're better off when there are more neutral powers on a map.

Random Map

While you cannot completely customize your own map, you can generate a brand-new random one with the click of a button. This will result in a number that corresponds to a map layout. If you enter the number of a map you like in this field, you will be able to select it.

Refund of Construction Costs

When you demolish a building, you can get a complete refund (+0 difficulty), half a refund (+60 difficulty), or no refund (+120 difficulty). This setting toggles between these three options.

Fire

If you turn on this setting, random fires may break out in your settlements. You also gain 50 difficulty points.

Tornado

If you turn on this setting, hurricanes may devastate your island (+75 difficulty points).

Plague

This setting toggles illness and plague on and off (+50 difficulty points).

Sandstorm

Sandstorms can be turned on to damage your southern settlements (+25 difficulty).

Weather

Enabling thunderstorms will obstruct your view of the battlefield (+25 difficulty).

Quests

Quests can be set to Off (+20 difficulty), Medium (+10 difficulty), or Frequent (+0 difficulty). Since quests reward you with gold coins and other items, they tend to make a map easier.

Start Situation

You can choose between six starting situations:

- ✦ **Warehouse with full storage:** You begin with a warehouse on an island that is stocked with goods from the citizen and peasant levels (+0 difficulty).
- ✦ **Full warehouse:** You begin with a warehouse on an island that has some goods from the citizen and peasant levels (+10 difficulty).
- ✦ **Warehouse:** You begin with a warehouse that has wood, tools, and fish (+20 difficulty).
- ✦ **Flagship:** You begin with a flagship that holds wood, tools, and fish (+20 difficulty).
- ✦ **Flagship with Escort:** Start the game with a flagship and small trading ship. The flagship holds wood, tools, and fish (+10 difficulty).

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- Flagship with Armada: Start with a flagship, a small trading ship, and a small warship. The flagship holds wood, tools, and fish (+0 difficulty).

Start Honor

Honor points are used to buy items and favors from other players in the game. You can start with 0 (+30 difficulty), 100 (+20 difficulty), 200 (+10 difficulty), or 300 (+0 difficulty) honor points.

Start Balance

You can start the game with four different balances of gold coins: 10,000 (+90 difficulty), 30,000 (+60 difficulty), 50,000 (+30 difficulty), or 80,000 (+0 difficulty).

Start Item

Items can be used to provide a statistical boost to your armies, ships, buildings, or entire settlements. You can start a map with no item (+20 difficulty), a medium item (+10 difficulty), or a strong one (+0 difficulty).

Revealed Map

You can begin with the map covered in an opaque fog of war, or you can begin with everything revealed. The fog of war adds +50 difficulty to your score.

Winning Conditions

As you can see, there are many different start conditions to adjust. There are also ten different winning conditions you can play with for a game that suits your style. While these do not add to your difficulty score, they might add challenge and purpose to your continuous game.

- Wealth:** When this is turned on, you need a certain amount of gold to beat your continuous game. The amounts are 1 million gold, 500,000 gold, and 150,000 gold.
- Sink Ships:** Tweaking this requires that you sink a given number of enemy ships to win the map. You can choose between Off, 20 ships, 40 ships, or 80 ships.
- Number of Inhabitants Worldwide:** This setting lets you set a population goal of 5,000, 10,000, or 30,000 inhabitants. Or you can just set it to Off.
- Envoys Worldwide:** Set a goal of 10,000, 5,000, or 2,000 envoys. Or turn this goal off.
- Quests Completed:** Win the game with 100, 50, or 25 quests. Or take quests out of the victory conditions altogether.
- Noblemen Worldwide:** Set a goal of 10,000, 5,000, or 2,000 noblemen. Or turn them off.
- Build Monument:** You can require yourself to build an Imperial Cathedral, a Sultan's Mosque, both, or neither.
- All Attainments:** When toggled on, you must acquire all attainments from the Occident, the Orient, and the Corsairs.
- Diplomacy:** When turned on, you must either be friends with everyone or defeat all other players to finish the continuous game.
- Metropolis Quests Completed:** Get your civilization to the Metropolis level, and then complete 5, 15, or 30 quests for the sultan or emperor. Or turn this requirement off.

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TACTICS

In this chapter, we will reveal all the different ways to play *Dawn of Discovery* and will examine some of the most successful strategies for building a settlement, balancing your budget, and waging war.

First, let's look at the big picture. You are a player attempting to establish settlements in an archipelago. That's right, every level in every mode takes place in an island chain.

Basic Controls



You begin with either an island of your own or with a boat capable of immediately settling any uninhabited island you



encounter. Islands contain three important features: space, shore, and resources. To establish a good settlement, you need an island with wide-open spaces. If space is limited, you may not be able to expand as much as you would like without settling another island.

Resources are central to the game. Everything requires resources, and most islands are home to at least one or two types. However, no single island in the game offers every resource, so you need to settle several different islands to ensure access to all the resources you need.



By building a warehouse on an island's shore, you claim it as your own. Shores are also where you can place all of your harbor buildings and where your

boats will pick up and deliver goods on their trade routes.

Construction

The controls in *Dawn of Discovery* aren't difficult to master, and are mostly a matter of pointing and clicking. To construct a building, open the Construction menu by pressing [B] or by clicking the House button in the screen's bottom-right corner. This opens a window that displays the building options available to you. If a building is grayed out, it is not available. Mouse over a building in the Construction menu to see the resources required to construct it, what purpose it serves, and any special conditions.

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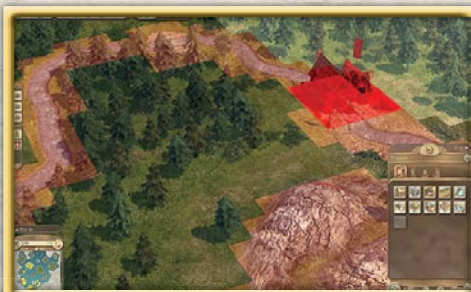
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Once you decide which building to construct, click its icon in the Construction menu. Now you should notice several different things. Some areas of your settlement will become covered in shadow while others remain lit; you can build your selected building only in the lit areas.



The red cursor and accompanying shadows indicate where you cannot build.

You should also note that your chosen building is now attached to your cursor. If you place your cursor over an obstruction or another building, it turns red, indicating that you cannot build there. If you place your cursor in an open, lit space, your cursor will flash and shine, indicating that you can build.



The white line around this lumberjack's hut indicates the space it needs to harvest trees.

Also notice the white line that encircles your chosen building. This signifies one of two things: either a required amount of

space (if the building produces resources) or an area of influence (if the building does not produce resources). For instance, if you select a chapel, you will see a large circle around it; all houses built within that circle will benefit from the chapel. If you select a lumberjack's hut, you will see a much smaller circle; this indicates the space the hut needs to function. If you built another building within the lumberjack hut's circle, you would damage the lumberjack hut's productivity.

Another thing to consider when placing a building is whether or not it will be in contact with a road. When you are placing your building, any contact it has with a road is highlighted in green.

Once you choose the right building and the right location, just left-click to place it. All buildings go up instantaneously.



A demolished building goes up in a cloud of dust.

If you chose the wrong building or the wrong location, you can quickly destroy any building by entering Demolish mode. Do this by pressing **[V]** or by pressing the Pick-axe button in the screen's bottom-

right corner. Once you are in Demolish mode, left-click a building or piece of road to destroy it. You can also left-click, drag, and release to destroy a large swath of construction all at once.

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Another very important gameplay feature is the Central menu. The button for this menu is in the screen's bottom-right corner and looks like two gears. The Central menu has five different compartments:

- ❖ **Quest log:** This displays all of your current quests, plus their requirements and rewards.
- ❖ **Cities, fleets, and armies:** This button allows you to quickly browse your cities, ships, and armies without actually having to find them on the map. For ships, you can see what they're carrying, what they're currently doing, and what type they are. For cities, you can see how advanced they are, what resources they produce, how many people live there, and what their budget is. For armies, you can see what they're doing and what type of brigade they are.
- ❖ **Action archive:** Clicking this button opens a utility bar at the bottom of your screen. It has nine commands—screenshot, quick save, quick load, pause, postcard view, slow game down, speed game up, scroll through ships, and scroll through warehouses.
- ❖ **Pipette mode:** When you enter this mode, simply click an existing building to enter Construction mode for that type of building. For example, if you want to build several cider farms, simply select an existing one in Pipette mode and then lay a few down.

- ❖ **Options menu:** This takes you to a menu that lets you save the game, load the game, enter an Options panel, start the current map over, quit to the Main menu, quit the game entirely, or continue playing. Within the Options panel, you can adjust general settings, tweak your graphical preferences, change interface settings, alter your sound preferences, and assign hot keys.

Hot keys

The following is the default list of hot keys in *Dawn of Discovery*:

ACTION	KEY	ACTION	KEY
Pipette	[N]	Point camera north	[Home]
Demolish mode	[V]	Zoom in	[Page Up]
Rotate building clockwise	[.]	Zoom out	[Page Down]
Rotate building counterclockwise	[,]	Camera close up	[F2]
Change building model	[C]	Camera medium range	[F3]
Delete buildings and units	[Delete]	Camera long range	[F4]
Upgrade house	[U]	Postcard view	[F1]
Scroll forward	[↑]	Free/lock camera	[End]
Scroll backward	[↓]	Camera to last event	[Spacebar]
Scroll left	[→]	Disable interface	[I]
Scroll right	[←]	Display Military mode	[M]
Rotate camera clockwise	[Y]	Display subtitles	[⇧ Shift] + [A]
Rotate camera counterclockwise	[X]	Open routing	[F6]

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Hot keys (continued)

ACTION	KEY	ACTION	KEY
Open Diplomacy menu	F7	Toggle through all ships	Tab
Open Quest log	F8	Toggle through idle ships	Q
Open Achievements menu	F10	Toggle through ships without moving camera	⇧ Shift + T
Open Construction menu	B	Camera to troops	Ctrl + T
Speed game up	Num Lock +	Open additional actions	F11
Slow game down	Num Lock -	Open cities, fleets, and armies	F12
Pause	P	Demolish last farm field	Backspace
Quicksave	F5		
Quickload	F9		
Screenshot	Print Screen		

Changing your key bindings is as simple as entering the Key Bindings menu and inputting a new key for your desired command.

NOTE

Now that you understand the basic controls and building methods, let's go deeper into the types of buildings you'll construct in your settlements.

Building Types



This is a complete lumber-production facility: lumberjack hut, road, and small market building.

There are many resources in the game and just as many buildings dedicated to collecting them. But whether you're fishing or making glass, all resource-production facilities require three basic ingredients: a resource building, a market building, and a road that connects the two.

During your adventures, you will construct two different types of settlements: Occidental and Oriental. These settlements share the same principals except for a few exceptions.

The following section refers specifically to Occidental settlements and buildings, but unless noted otherwise, the advice generally applies to Oriental buildings and settlements as well.

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- Resource buildings:** These buildings produce a given resource, either by collecting it from nearby deposits or by manufacturing it out of other resources. All resource buildings have a maintenance cost, which is the amount of money you must pay to keep the building running.
- Market buildings:** These buildings collect resources and enter them into storage. When a market building is connected to a resource building, a little man with a cart periodically leaves the market building, travels to the resource building, gathers a load of goods, and then returns it to the market building. However, goods are not stored in specific market buildings—they are automatically stored in an island-wide resource pool (just like when you deposit a check into an ATM, your money is not literally stored in that ATM). All resources collected at one market building are available at all others and can be used anywhere on the island the second they are stored.
- Roads:** Roads serve two purposes—to connect houses to marketplaces and to connect resource buildings to market buildings. Any given house must be connected to a marketplace. Any given resource building must be connected to a small market building. However, you do not need to interconnect your resource producers and town centers. Also, if one type of resource-production facility feeds its resource directly into another type of production building, you may not need to build a road between them.

Roads



Here you can see both a dirt road and a cobblestone street.

There are two types of roads in *Dawn of Discovery*: dirt roads and cobblestone roads. Carts travel faster over cobblestone roads, allowing them to collect resources at a faster rate. When possible,

always pave the roads in your resource-production facilities with cobblestone.



Resource-production facilities work as closed circuits. If you have a resource building connected to a market building by a road, then you have a fully functional resource-production facility; you don't need to connect it to anything else.

NOTE

Town Centers

Town centers are where your people live. They require three basic ingredients: a marketplace, houses, and roads. The point of a town center is to generate tax revenue. Every person who moves into your town center pays taxes. Therefore, the more people living in your town, the more money you make in taxes. To get more people, you must build more houses for them to live in.



Here you see a marketplace connected to two houses by a road.

The Marketplace

The marketplace serves two purposes: It creates a large radius in which you can build houses, and it shows you information about the people living in your town. You do not need inhabitants on every island you settle. But if you want inhabitants, you need a marketplace.

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Houses

Houses serve one major purpose: They store people. If you build a house and connect it to a marketplace, people automatically move in and start paying taxes. There are four different types of houses—peasant, citizen, patrician, and noble—but you can build only peasant houses. From there, if you meet the needs of a house's inhabitants and set their taxes to dark green, they will upgrade the house to a higher level. High-level housing stores more people than does low-level housing, which in turn leads to more tax income. The downside is that each of the four housing levels brings progressively more diverse needs. We will cover needs in the "People" section of this chapter.



Warehouses



There are certain buildings that can be built only on an island's shore. However, of all these buildings, only one is absolutely essential: the warehouse.

When you build a warehouse on an island's shore, that island becomes yours. Warehouses function exactly like small market buildings: If you build a road from a warehouse to a resource-production building, the warehouse will send a cart to collect and store resources. However, there are two differences. First, you can unload resources from your warehouse onto a boat and

then either deliver those resources to another warehouse on a different island or sell them to another player. And second, you can have only one warehouse per island.

There are several other buildings that can be built on only shores, and these are dedicated to resource production, boat production, trade, or storage.

Resources

Now that we've generally covered the different types of buildings you'll construct, let's look at the general types of resources you'll need to build those structures.

Gold Coins

This is the most important resource in the game and also the most complicated. Except for houses, every building, ship, army, wall, and road costs gold coins to purchase. In addition, every building, ship, army, and tower has a maintenance fee, an amount of gold coins that is deducted from your gold coin supply on a moment-by-moment basis.



In order to make money, you must ensure that you have more money coming in from your houses than you do going out to maintenance fees. This "balance"

is reflected in the Balance icon right above your minimap in the screen's lower-left corner.

If you click the Balance icon, you will see your building, ship, and army costs subtracted from your tax income. If this number is positive, then you are making money.

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In order to succeed, you must make sure that your balance is always positive. If your balance gets deeply negative, then you will quickly run out of money. Without money, you can't build or purchase anything.



If you do run out of money, it's not the end of the world. You will continue to pay your maintenance fees with money you don't have, driving you deeper and deeper into debt. If you want enough cash to buy anything new, you'll have to demolish some production facilities and scale back your society. But it's not like your whole civilization goes up in flames when you first run out of money. If your debt level reaches 10,000 gold coins, however, the game will end, so keep an eye on your debt level too.

NOTE

Wood

Wood is your next most essential resource. Nearly every building in the game uses it. Fortunately, wood is the cheapest resource to produce and also the most abundant. You should never want for wood.

Stone



Stone is an essential resource that is collected from stone deposits. This material is used in the construction of most harbor buildings and advanced production facilities.

It is also used to make cobblestone roads. You will not often need large quantities of stone. As long as you have one or two stone-production facilities, you should always have enough.

Tools

Tools are one of the most important resources in the game. They are instrumental in the construction of nearly every structure, but they cannot simply be harvested from resource nodes. To create tools, you must mine iron ore, then smelt that into iron with the help of a charcoal burner's hut and an iron smelter. Next, craft that iron into tools at a toolmaker's workshop—that's four production buildings for the creation of one resource.



If you run out of tools before you've completed your toolmaker's workshop supply line, you can usually buy tools from Lord Northburgh or another player.

TIP

Glass & Mosaic

Glass is an advanced resource that, like tools, requires several production buildings to manufacture. You need glass to construct advanced buildings and to upgrade your houses to their highest level. Mosaic is the Oriental equivalent of glass. Its production requires several different resource facilities, and it is used to

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create high-level Oriental structures. Aside from mosaic, Oriental construction requires the same types of resources as Occidental construction.

Trade

There are many other resources in *Dawn of Discovery*, and they are used for either construction or needs. For instance, rope is used to build ships and little else. Cider is used only to fulfill your population's need for beverage.



Some resources, like spice, can only be grown on southern islands.

and then redistribute them. To do this, you must set up what the game calls trading routes.

You can enter the Routing screen by pressing **[F6]** or by pressing the Routing button at the screen's bottom-right corner. From there, you can create a trading route that tells your ships to pick up resources from one warehouse and deliver them to another.



The Santa Maria is picking up spice at Roseyard and depositing it in Wolf's Haven.

A given island produces only a few different types of resources. In order to manufacture the advanced resources and meet high-level population needs, you must produce resources on several different islands

People

In return for housing and the satisfaction of a few basic needs, people are more than happy to live in your settlement and pay taxes. In an Occidental settlement, there are four different levels of inhabitant: peasant, citizen, patrician, and noble. In an Oriental settlement, there are only nomads and envoys. There are three factors that distinguish one type of inhabitant from another:



Some buildings, like this debtor's prison, can only be built if your settlement has patricians.

- ✦ **Building options:** Every building in the game is associated with a type of inhabitant. If your settlement has only peasants, you can access only the Peasant tab in your Build menu. Also, some buildings only become available when you have a certain number of a certain type of inhabitant. For instance, you can build a paper mill when you have at least 940 patricians.
- ✦ **House size:** A peasant house holds 8 inhabitants, a citizen house holds up to 15, a patrician house holds up to 25, and a noble house holds 40. This means that the tax income you receive from a nobleman's house is over six times what you receive from a peasant house.

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- Needs: As your people advance from peasant to citizen and so on, they become needier. Here are the needs of each type of inhabitant:

Peasant

- Food: This is satisfied with fish, which comes from fishing huts.
- Drink: This requires cider, which comes from cider farms.
- Company: This is satisfied when you build a peasant house within range of a marketplace and connect the two with a road.
- Faith: The peasant house must be in range of a chapel.

When people advance to a new level, they retain all their old needs and gain new ones.

NOTE

Citizen

- Food: Citizens need fish and spices. Spices come from spice farms.
- Drink: Requires cider.
- Company: Requires a marketplace to be nearby.
- Faith: Requires a chapel to be nearby.
- Clothing: Requires linen garments, which come from weaver's huts. Weaver's huts require hemp from hemp plantations.
- Amusement: Requires a tavern to be nearby.

Patrician

- Food: Patricians require fish, spices, and bread. Bread is made from flour at bakeries. Flour is made from crops at mills. Crops come from crop farms.
- Drink: Need both cider and beer. Beer is brewed at a monastery brewery from crops and herbs. Crops come from crop farms; herbs come from monastery gardens.

- Company: Requires a marketplace to be nearby.
- Faith: Requires proximity to both a chapel and a church. A church is the same as a chapel but is much larger and much more expensive.
- Clothing: Requires both linen garments and leather jerkins. Jerkins require extensive production. First you must mine brine from a brine deposit, then refine it into salt at a saltworks, which also requires coal. Next, you need pig farms for the leather. Once you have hides and salt, you can make leather jerkins at a tannery.
- Amusement: Requires a tavern to be nearby.
- Property: Requires books. Books are made from paper and indigo at a printing house. Paper comes from paper mills, which convert wood into paper. Indigo comes from indigo farms.
- Security: Requires a debtor's prison to be nearby.

Noblemen

As your noble and envoy populations grow, they will acquire new needs that they didn't have before, called "sophisticated needs." When this happens, you will also gain the ability to produce the buildings which meet those needs.

NOTE

- Food: Nobles like to eat meat. Cattle farms produce cattle, which the butcher processes into meat.
- Drink: The upper class likes to wash down their meat with wine. Wine comes from vineyards, is processed at a wine press, and must be stored in barrels which are crafted at barrel cooperages.
- Clothing: Nobles love to wear both fur coats and brocaded robes. Furs come from trappers and are turned into coats at a furrier's workshop. Brocaded robes are woven from silk and gold and are produced at a silk weaving mill.

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- ✦ **Property:** Nobles need both glasses and candles. Glasses are made from copper and glass, while candles come from wax and hemp. Wax comes from bees at the apiary.



When you first settle nobles, they will not have all the above needs—only meat. However, your nobles gain “sophisticated needs” as their population reaches certain levels. When you have 950 nobles they want coats. When you have 1,500 they want wine. They require glasses when 2,200 have settled, and candles when they number 3,000.

NOTE

Nomads

- ✦ **Food:** Nomads eat dates, which come from date plantations.
- ✦ **Company:** Nomad houses must be built near a bazaar, which serves the same purpose as a marketplace.
- ✦ **Drink:** Nomads drink milk, which comes from goat farms.
- ✦ **Faith:** Requires proximity to a mosque.
- ✦ **Property:** Requires carpets. Carpets are produced at carpet workshops from silk and indigo. Silk comes from silk plantations, and indigo comes from indigo farms.

Envoys

- ✦ **Food:** Envoys have a sweet tooth that requires marzipan. Marzipan is made from sugar and almonds. Almonds are grown on farms, and sugar is processed at a sugar mill from sugar cane.
- ✦ **Drink:** Envoys also love coffee. This is grown at plantations and brewed at a roasting house.
- ✦ **Property:** Pearl necklaces and perfume are en vogue at envoy settlements. Pearl must be gathered from bright red reefs off the coast before they can be turned into necklaces. And perfume comes from roses, which are grown on farms.

- ✦ **Amusement:** Bath houses are where people go to relax in envoy settlements. Bath houses are big, expensive buildings that satisfy the need for amusement in any nearby house.



When you first settle envoys, they will not have all the above needs—just coffee. Rather, your envoys gain “sophisticated needs” as their population reaches certain levels. When you have 1,040 envoys they want pearl necklaces. Then when they reach 2,600 they want both perfume and bath houses. Finally, they require marzipan when their numbers reach 4,360.

NOTE



In many cases, your peoples’ needs are really wants. For instance, patricians need only fish, spices, cider, chapels, taverns, and linen garments to move into your city and pay taxes. If you don’t provide them with bread, beer, leather jerkins, churches, books, and prisons, they won’t become nobles, but they’ll still happily pay taxes and not move away.

NOTE

Ascension

In order to make your people advance from one level to the next, you must do three things: satisfy all of their needs, lower their taxes, and turn on their ascension rights. To see if your peoples’ needs are being adequately met, simply click on a house and mouse over the Needs bars located there. If your peoples’ needs are all green, then their needs are met.

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Taxes



When you click on a house type, its tax level will appear in the screen's upper-right-hand corner. This is divided into five colors:

- ✦ Dark green: This type of inhabitant is paying very low taxes and is happy about it.
- ✦ Light green: The inhabitants are still paying low enough taxes to be pleased.
- ✦ Yellow: Your taxes are high enough so that your people are neither happy nor discontent.
- ✦ Orange: The taxes are too high, and your people will slowly move out.
- ✦ Dark orange: The taxes are outrageously high, and people will move out of your settlement quickly.



If you set a tax level at one house, it applies that tax to all houses of only that type.

NOTE

This tax level affects several different aspects of the game. If your taxes are high, you make more money from your people. If they are low, you make less. If you want people to move in, you want your taxes to be light green or dark green; if you want them to move out, then set taxes to orange or dark orange. If you want to make as much money as possible but don't want your population to move one way or the other, then set your taxes to yellow. Finally, if you want your population to level up, you must set their taxes to dark green.

Ascension Rights



These dictate whether your people can upgrade their houses; you can turn them on or off. If your peoples' taxes are low and all of their needs are met, they will apply for ascension rights and will eventually upgrade their houses.



The reason to turn off ascension rights is to keep your people from using your resources to upgrade their houses.

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Upgrading Houses

Although you only directly purchase peasant houses, each housing type bears a cost. For a peasant house to upgrade to a citizen house, you need 1 ton of wood and 1 ton of tools. For a citizen house to upgrade to a patrician house, you need 1 ton of wood, 1 ton of tools, and 4 tons of stone. And for a patrician house to upgrade to a noble house, you need 1 ton of tools, 1 ton of wood, 3 tons of stone, and 3 tons of glass. On the Oriental side, there is only one housing upgrade: For a nomad to upgrade to an envoy house, you need 1 ton of wood, 1 ton of tools, and 4 tons of mosaic.

Diplomatic Rank



Oriental ascension is much different than Occidental ascension. Within the Nomad Building tab, you can see three distinct levels of building options. The Envoy tab also has three such levels. There are two keys to accessing each of these levels: population numbers and diplomatic rank. Population numbers are simple. If you don't have enough nomads or envoys in your settlement, then you can't access certain buildings.

Diplomatic rank is more complex. There are six diplomatic ranks, and each one comes with a title and a prestige cost:

- ✦ **Visitor from the Orient:** This rank requires 50 prestige and grants access to the first tier of nomad buildings.
- ✦ **Guest of the Bedouins:** This rank costs 100 prestige and grants access to the second tier of nomad buildings.
- ✦ **The Sheik's Ally:** This rank costs 250 prestige and grants access to the third tier of nomad buildings.
- ✦ **The Caliph's Favorite:** This rank costs 500 prestige and grants access to the first tier of envoy buildings.
- ✦ **The Grand Vizier's Advisor:** This rank costs 1,000 prestige and grants access to the second tier of envoy buildings.
- ✦ **The Sultan's Confidante:** This rank costs 2,000 prestige and grants access to the final tier of envoy buildings.

You can purchase a rank only after you've already attained every rank below it.

NOTE

Prestige is gained through items such as Noble Appreciations and Princely Attentions. These can be purchased for honor points and then presented to the vizier.



Honor points are earned for completing quests and can also be gained by holding tournaments at the tournament arena. You can construct an arena for 2,000

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gold coins, 10 tons of wood, 10 tons of tools, and 40 tons of stone. Arenas can hold one of three types of tournaments: Provincial (2,000 gold coins), Grand (4,000 gold coins and 15 tons of weapons), and Spectacular (10,000 gold coins, 30 tons of weapons, and 10 tons of provisions). The larger the tournament, the more honor points you gain from its completion. The caveat with tournaments is that once you hold one, you can't hold another on the same island for at least an hour. However, you can build an arena and hold tournaments on any island you control.

War

Once you've built a thriving civilization, you need to protect it both by land and sea. This section covers units that are key to defeating your enemies and explains how best to use them.

The Navy

Your navy is the most important force you possess.

If you control the sea, then you control the map.

You can shut down your opponent's

trade routes, thus hampering their development; you can destroy their coastal buildings, which can damage their storage and cut off their food production; and you can ensure that your own ships are able to safely bring goods from island to island.

Furthermore, every ground army must travel from island to island by transport ship. If an army is destroyed at sea, it doesn't matter how powerful they might have been on land. The two main limits on your naval might are your budget balance and your fleet-size limit. Ships generally have high maintenance costs, so



you definitely need to budget the needed monetary space to support a fleet. Also, your fleet-size limit is a number that corresponds to the size of your population.



A small warship and a large warship.

Your navy is comprised of two basic ship types: the small warship and the large warship.

- ✦ **Small Warship:** These are built at small shipyards and cost 2,000 gold coins, 30 tons of wood, 30 tons of rope, and 20 tons of weapons, and they have a maintenance fee of 30 gold coins. They attack for six damage and have one cargo space and one Action slot. They also take up one fleet-limit spot.
- ✦ **Large Warship:** These are built at large shipyards for 4,500 gold coins, 70 tons of wood, 80 tons of rope, and 20 tons of cannons, and they have a maintenance fee of 30 gold coins. They attack for 14 damage and have two cargo spaces and one Action slot. They take up two fleet-limit spots.
- ✦ **Large Oriental Trading Ship:** This large trading vessel is a trading ship and a small warship combined. It is also the Orient's most basic fighting ship. It costs 4,000 gold coins, 50 tons of wood, 50 tons of rope, and 15 tons of cannons, and it has a maintenance fee of 50 gold coins. It has six cargo spaces and two Action slots,

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and takes up two fleet-limit spots. It also requires that you reach the diplomatic rank of Grand Vizier's Advisor and a settlement with 1,040 envoys.

- ✦ **Large Oriental Warship:** These vessels don't hit as hard as normal large warships, and they're the most expensive ships in the game to maintain. They cost 4,500 gold coins, 80 tons of wood, 80 tons of rope, and 30 tons of war machines, and they do 10 damage and have a 60 gold coin maintenance fee. To build them, you must have a settlement with 1,740 envoys and must reach the diplomatic rank of Sultan's Confidante. These ships take up two fleet-limit spots, and have two cargo spaces and two Action slots.

In general, Occidental ships have higher hit points and cause more damage, while Oriental ships are faster and have an extra Action slot. You can also buy ships from the Corsair faction even if you'd already reached your fleet-size limit. Corsairs are weaker than small warships, but if you don't have enough fleet room to add any other ships, corsairs are certainly better than nothing.



You can group your ships by selecting them all and pressing **[Ctrl]** plus any number button. For example, if you press **[Ctrl]** + **[2]** when controlling a group of ships, they're group 2 now. Then you can select that group of ships by pressing its group's number button.

Finally, group up a big fleet of ships and right-click on your enemies. Keep manually selecting targets for all of your ships to ensure that all fire is focused. And if one of your ships is damaged, send it to a repair crane at one of your harbors.



The Army

In order to requisition armies, you must first build a keep, which costs 5,000 gold coins, 20 tons of wood, 20 tons of tools, 30 tons of stone, 20

tons of glass, and 15 tons of weapons. The keep also takes up 10 points of your military budget and has a 50 gold coin maintenance fee. From there, you can order small military camps, large military camps, and trebuchet positions.



Like the fleet limit, the military budget is a cap on the forces you can marshal that directly corresponds to your population size.

NOTE

Small military camps cost 1,000 gold coins and 10 tons of weapons. They also take up three military budget points and have a maintenance cost of 20 gold coins. They have 1,800 hit points and an attack force of three.

Big military camps cost 3,000 gold coins and 30 tons of weapons. They take up six military budget points and have a 60 gold coin maintenance cost. They have an attack force of six and have 3,300 hit points.

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Trebuchet positions cost 2,500 gold coins, 20 tons of war machines, and 4 military budget points, and they have a 40 gold coin maintenance cost. They have 2,000 hit points, they hit for 5, and they can fire from range.



Provisions are a resource that when stored will heal any military camps on the same island. Provisions are built at a provision house, and you can produce them in 5-, 10-, and 15-ton packs. If you are planning on engaging in a fight, stockpile provisions ahead of time.

[TIP](#)


From left to right: A small military camp, a big military camp, and a trebuchet position.

In order to fight successfully, you want to have the same number of trebuchet positions as large military camps. Build small military camps only if you're low on military budget points. Military camps contain armies that they can send out to assist an allied camp or to attack an enemy camp. However, if a military camp's army is sent out and gets battered, it harms the whole camp.

Trebuchet positions, on the other hand, can attack any target within their range without putting themselves in the line of fire. The enemy will usually attack one of your trebuchet positions, so you want one or all of your nearby military camps to assist the trebuchet position. When camps assist a friendly target, they split the damage with that target. In short, use trebuchet positions to attack, and use military camps to defend your trebuchet positions.



Finally, if you are defending your island from an enemy invasion, as is the case in Chapter VI of the game, you can seriously bolster your military defenses with the tactical placement of some towers. A standard watchtower costs 850 gold coins, 4 tons of wood, 4 tons of tools, 5 tons of stone, 5 tons of weapons, and 2 military budget points, and it does 2 damage. A fortified tower costs 1,100 gold coins, 8 tons of tools, 10 tons of stone, 8 tons of glass, 5 tons of war machines, and 3 budget points, and it does 3 damage. If you reinforce your defenses with six to eight towers and stock your camps with provisions, you can hold off nearly any enemy assault.

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In this chapter, we list the buildings you can construct; the cost and Population requirements (if any) to produce and maintain them; the upgrades for them (if available); and what the various buildings can accomplish. The structures are organized according to level of settlement, beginning with the simplest and ending with the most advanced structures. We begin with Occidental structures and then move to Oriental.

Occidental

Peasant Buildings

Peasant House



- Costs: 2 tons of wood
- Upgrades: Citizen house (1 ton of wood, 1 ton of tools); patrician house (1 ton of wood, 1 ton of tools, 4 tons of stone); nobleman house (1 ton of tools, 1 ton of wood, 3 tons of stone, 3 tons of glass)
- Description: Peasant houses must be built within the influence area of a marketplace. Inhabitants provide you with tax income.

Marketplace



- Costs: 400 gold coins, 5 tons of wood, 3 tons of tools
- Maintenance fee: 10 gold coins
- Description: The marketplace creates a construction area for peasant houses and satisfies the need for company.

Small Market Building



- Costs: 200 gold coins, 2 tons of wood, 3 tons of tools
- Maintenance fee: 10 gold coins
- Upgrades: Medium market building (200 gold coins, 3 tons of wood, 1 ton of tools, 3 tons of stone), large market building (300 gold coins, 3 tons of wood, 1 ton of tools, 3 tons of stone, 2 tons of glass)
- Description: This extends your construction area and sends a market cart to pick up goods.

Dirt Road



- Costs: 5 gold coins per unit
- Description: Roads connect buildings.

Fisherman's Hut



- Costs: 100 gold coins, 3 tons of wood, 2 tons of tools
- Maintenance fee: 15 gold coins
- Description: This must be built on the coast, and it produces fish.

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Lumberjack's Hut



- Costs: 50 gold coins, 2 tons of tools
- Maintenance fee: 5 gold coins
- Description: This building requires trees and produces wood.

Tree



- Costs: 5 gold coins per tree
- Description: Trees can be harvested by the lumberjack's hut.

Cider Farm



- Costs: 100 gold coins, 5 tons of wood, 1 ton of tools
- Maintenance fee: 15 gold coins
- Population: 60 peasants
- Description: The cider farm produces cider, which satisfies the need for drink.

Chapel



- Costs: 1,500 gold coins, 12 tons of wood, 5 tons of tools
- Maintenance fee: 15 gold coins
- Population: 90 peasants
- Description: This building satisfies the need for faith in all houses near it.

Village Fountain



- Costs: 500 gold coins, 2 tons of wood
- Maintenance fee: 2 gold coins
- Population: 90 peasants
- Description: This is purely ornamental.

Small Warehouse



- Costs: 300 gold coins, 3 tons of wood, 2 tons of tools
- Maintenance fee: 10 gold coins
- Upgrades: Medium warehouse (150 gold coins, 2 tons of wood, 3 tons of tools, 4 tons of stone); large warehouse (350 gold coins, 2 tons of wood, 1 ton of tools, 3 tons of stone, 2 tons of glass)
- Description: You can build only one warehouse per island. Building a warehouse on an island allows you to build other buildings there.

Citizen Buildings

Hemp Plantation



- Costs: 200 gold coins, 5 tons of wood, 2 tons of tools
- Maintenance fee: 20 gold coins
- Population: 1 citizen
- Description: The hemp plantation produces hemp, which is used to make linen garments and rope. It does not require roads and will supply hemp to any rope yard or weaver's hut within range.

Weaver's Hut



- Costs: 400 gold coins, 5 tons of wood, 3 tons of tools
- Maintenance fee: 25 gold coins
- Population: 1 citizen
- Description: This building uses hemp to produce linen garments.

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Stonemason's Hut



- ✦ Costs: 400 gold coins, 2 tons of wood, 2 tons of tools
- ✦ Maintenance fee: 20 gold coins
- ✦ Population: 1 citizen
- ✦ Description: This must be built near a stone deposit. Only one stone quarry can mine a given stone deposit. Stonemason huts produce stone.

Cobblestone Street



- ✦ Costs: 20 gold coins, 1 ton of stone per unit
- ✦ Description: Cobblestone streets connect buildings and increase the speed of carts, medics, firemen, and carpenters traveling along their paths.

Ore Mine



- ✦ Costs: 900 gold coins, 12 tons of wood, 2 tons of tools, 2 tons of stone
- ✦ Maintenance fee: 20 gold coins
- ✦ Population: 240 citizens
- ✦ Description: This must be built on an iron ore deposit. The ore mine produces iron ore.

Charcoal Burner's Hut



- ✦ Costs: 250 gold coins, 3 tons of wood, 2 tons of tools, 2 tons of stone
- ✦ Maintenance fee: 10 gold coins
- ✦ Population: 240 citizens
- ✦ Description: This building requires trees and produces coal.

Iron Smelter



- ✦ Costs: 600 gold coins, 10 tons of wood, 5 tons of tools, 2 tons of stone
- ✦ Maintenance fee: 20 gold coins
- ✦ Population: 240 citizens
- ✦ Description: This requires coal and iron ore, and it produces iron.

Toolmaker's Workshop



- ✦ Costs: 500 gold coins, 8 tons of wood, 5 tons of tools, 2 tons of stone
- ✦ Maintenance fee: 30 gold coins
- ✦ Population: 240 citizens
- ✦ Description: This building requires iron and produces tools.

Rope Yard



- ✦ Costs: 700 gold coins, 12 tons of wood, 5 tons of tools
- ✦ Maintenance fee: 40 gold coins
- ✦ Population: 240 citizens
- ✦ Description: The rope yard requires hemp and produces rope.

Small Shipyard



- ✦ Costs: 680 gold coins, 10 tons of wood, 5 tons of tools, 4 tons of stone
- ✦ Maintenance fee: 10 gold coins
- ✦ Population: 240 citizens
- ✦ Description: This must be built on the coast. It lets you build small trading ships and small warships.

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Fountain



- Costs: 800 gold coins, 2 tons of stone
- Maintenance fee: 5 gold coins
- Population: 240 citizens
- Description: The fountain is purely ornamental.

Harbor Master's Office



- Costs: 1,580 gold coins, 3 tons of wood, 5 tons of tools, 14 tons of stone
- Maintenance fee: 10 gold coins
- Population: 355 citizens
- Description: This must be built on the coast. It lets you exchange goods with ships, and it creates a harbor.

Quay Wall



- Costs: 20 gold coins, 1 ton of stone
- Population: 355 citizens
- Description: These walls are ornamental and must be built in a harbor.

Small Storehouse



- Costs: 1,020 gold coins, 4 tons of wood, 4 tons of tools, 1 ton of stone
- Maintenance fee: 15 gold coins
- Population: 355 citizens
- Description: This building must be placed in a harbor. It expands the island's storage.

Repair Crane



- Costs: 1,020 gold coins, 5 tons of wood, 5 tons of tools, 9 tons of stone
- Maintenance fee: 20 gold coins
- Population: 355 citizens
- Description: This must be built on water in a harbor. It repairs damaged ships.

Harbor Defense Tower



- Costs: 1,520 gold coins, 2 tons of wood, 8 tons of tools, 12 tons of stone, 3 military budget points
- Maintenance fee: 20 gold coins
- Population: 355 citizens
- Description: This must be built in a harbor. It fights enemies within its range.

Carpenter's House



- Costs: 200 gold coins, 5 tons of wood, 5 tons of tools
- Maintenance fee: 30 gold coins
- Population: 355 citizens
- Description: This repairs buildings in its influence area and reduces the risk of fire.

Fire Station



- Costs: 1,000 gold coins, 5 tons of wood, 5 tons of tools, 10 tons of stone
- Maintenance fee: 15 gold coins
- Population: 355 citizens
- Description: This building extinguishes fires in its influence area.

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Tournament Arena



- Costs: 2,000 gold coins, 10 tons of wood, 10 tons of tools, 40 tons of stone
- Maintenance fee: 20 gold coins
- Population: 355 citizens
- Description: This arena holds tournaments, which generate honor points. There is a long cooldown between tournaments. You can build different arenas on different islands.

Tavern



- Costs: 2,000 gold coins, 15 tons of wood, 8 tons of tools, 20 tons of stone
- Maintenance fee: 30 gold coins
- Population: 355 citizens
- Description: This satisfies the need for amusement in its influence area.

Large Statue



- Costs: 1,000 gold coins, 5 tons of tools, 10 tons of stone
- Maintenance fee: 5 gold coins
- Population: 355 citizens
- Description: This is ornamental.

Alms House



- Costs: 200 gold coins, 5 tons of wood, 5 tons of tools
- Description: This building requires food and faith, and it removes beggars from the streets.

Patrician Buildings

Crop Farm



- Costs: 200 gold coins, 8 tons of wood, 2 tons of tools
- Maintenance fee: 5 gold coins
- Population: 1 patrician
- Description: This farm produces wheat.

Mill



- Costs: 800 gold coins, 8 tons of wood, 4 tons of tools, 4 tons of stone
- Maintenance fee: 30 gold coins
- Population: 1 patrician
- Description: This processes wheat into flour.

Bakery



- Costs: 700 gold coins, 5 tons of wood, 5 tons of tools, 5 tons of stone
- Maintenance fee: 30 gold coins
- Population: 1 patrician
- Description: This processes flour into bread.

Weapon Smithy



- Costs: 1,500 gold coins, 3 tons of wood, 5 tons of tools, 10 tons of stone
- Maintenance fee: 30 gold coins
- Population: 1 patrician
- Description: This processes iron into weapons.

City Wall



- Costs: 100 gold coins, 1 ton of stone per unit
- Population: 1 patrician
- Description: This wall repels enemy attacks.

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Watchtower



- Costs: 850 gold coins, 4 tons of wood, 4 tons of tools, 5 tons of stone, 5 tons of weapons, 2 military budget points
- Maintenance fee: 15 gold coins
- Population: 1 patrician
- Description: This building fights enemies in its range.

Gatehouse



- Costs: 1,000 gold coins, 8 tons of wood, 8 tons of tools, 10 tons of stone, 7 tons of weapons, 3 military budget points
- Maintenance fee: 15 gold coins
- Population: 1 patrician
- Description: This building creates a passage through walls.

Large Shipyard



- Costs: 2,120 gold coins, 20 tons of wood, 25 tons of tools, 46 tons of stone
- Maintenance fee: 20 gold coins
- Population: 1 patrician
- Description: This must be built on the coast. It lets you build large trading ships and large warships.

Monastery Garden



- Costs: 200 gold coins, 5 tons of wood, 2 tons of tools, 4 tons of stone
- Maintenance fee: 10 gold coins
- Population: 510 patricians
- Description: This garden produces herbs. It does not need to be built near a monastery.

Monastery Brewery



- Costs: 600 gold coins, 5 tons of wood, 4 tons of tools, 6 tons of stone
- Maintenance fee: 30 gold coins
- Population: 510 patricians
- Description: This requires herbs and wheat, and it produces beer.

Keep



- Costs: 5,000 gold coins, 20 tons of wood, 20 tons of tools, 30 tons of stone, 20 tons of glass, 15 tons of weapons, 10 military budget points
- Maintenance fee: 50 gold coins
- Population: 510 patricians
- Description: Keeps produce military camps and trebuchet positions.

Forest Glassworks



- Costs: 500 gold coins, 6 tons of wood, 4 tons of tools, 8 tons of stone
- Maintenance fee: 30 gold coins
- Population: 510 patricians
- Description: This building processes trees into potash.

Glass Smelter



- Costs: 1,200 gold coins, 10 tons of wood, 5 tons of tools, 12 tons of stone
- Maintenance fee: 30 gold coins
- Population: 510 patricians
- Description: This building requires potash and quartz, and it produces glass.

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Church



- Costs: 5,000 gold coins, 30 tons of wood, 10 tons of tools, 40 tons of stone, 25 tons of glass
- Maintenance fee: 40 gold coins
- Population: 510 patricians
- Description: The church satisfies the need for faith.

Salt Mine



- Costs: 800 gold coins, 11 tons of wood, 4 tons of tools, 5 tons of stone
- Maintenance fee: 20 gold coins
- Population: 690 patricians
- Description: This must be built on a brine deposit. It produces brine.

Saltworks



- Costs: 900 gold coins, 3 tons of wood, 5 tons of tools, 6 tons of stone
- Maintenance fee: 25 gold coins
- Population: 690 patricians
- Description: This requires coal and brine, and it produces salt.

Pig Farm



- Costs: 400 gold coins, 4 tons of wood, 3 tons of tools, 3 tons of stone
- Maintenance fee: 15 gold coins
- Population: 690 patricians
- Description: This farm requires grassland and produces animal hides.

Tannery



- Costs: 700 gold coins, 7 tons of wood, 3 tons of tools, 8 tons of stone
- Maintenance fee: 20 gold coins
- Population: 690 patricians
- Description: This must be built on a river. It requires salt and animal hides and produces leather jerkins.

Pier



- Costs: 540 gold coins, 2 tons of wood, 2 tons of tools, 2 tons of stone
- Maintenance fee: 10 gold coins
- Population: 690 patricians
- Description: The pier must be built in a harbor. It provides mooring for ships to exchange goods.

Paper Mill



- Costs: 1,500 gold coins, 5 tons of wood, 5 tons of tools, 12 tons of stone
- Maintenance fee: 50 gold coins
- Population: 940 patricians
- Description: This must be built on a river. It requires wood and produces paper.

Printing House



- Costs: 1,800 gold coins, 5 tons of wood, 5 tons of tools, 12 tons of stone, 10 tons of glass
- Maintenance fee: 50 gold coins
- Population: 940 patricians
- Description: This building requires paper and indigo. It produces books, which satisfy the property need.

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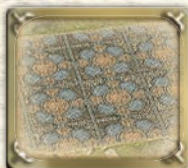
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Debtor's Prison



- Costs: 7,000 gold coins, 20 tons of wood, 30 tons of tools, 60 tons of stone, 24 tons of glass
- Maintenance fee: 30 gold coins
- Population: 1190 patricians
- Description: This satisfies the need for security.

Magnificent Square



- Cost: 100 gold coins, 1 ton of stone per unit
- Population: 1190 patricians
- Description: This is ornamental and functions like a cobblestone street.

Apiary



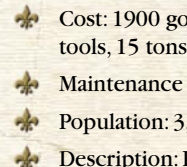
- Costs: 500 gold coins, 7 tons of wood, 3 tons of tools, 9 tons of stone
- Maintenance fee: 15 gold coins
- Population: 3,000 patricians
- Description: Produces wax.

Candlemaker's workshop



- Costs: 1,600 gold coins, 7 tons of wood, 6 tons of tools, 10 tons of stone
- Maintenance fee: 40 gold coins
- Population: 3,000 patricians
- Requires wax and hemp. Produces candles.

Redsmith's workshop



- Cost: 1900 gold coins, 9 tons of wood, 7 tons of tools, 15 tons of stone, 10 tons of glass
- Maintenance fee: 60 gold coins
- Population: 3,000 patricians
- Description: Requires brass and candles. Produces candlesticks.

Noblemen Buildings

Cattle Farm



- Cost: 600 gold coins, 8 tons of wood, 2 tons of tools, 6 tons of stone
- Maintenance fee: 25 gold coins
- Population: 1 noble
- Description: This farm requires grassland and produces cattle.

Butcher's Shop



- Costs: 1,000 gold, 5 tons of wood, 7 tons of tools, 8 tons of stone
- Maintenance fee: 50 gold coins
- Population: 1 noble
- Description: This building requires cattle and salt. It produces meat, which nobles like to eat.

War Machines Workshop



- Costs: 3,000 gold coins, 3 tons of wood, 5 tons of tools, 10 tons of stone, 8 tons of glass
- Maintenance fee: 60 gold coins
- Population: 1 noble
- Description: This building requires wood and rope. It produces war machines, which are used in ships and trebuchet positions.

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Coal Mine



- Costs: 3,500 gold coins, 12 tons of wood, 10 tons of tools, 16 tons of stone
- Maintenance fee: 30 gold coins
- Population: 1 noble
- Description: This must be built on a coal deposit. It produces coal.

Surgery



- Costs: 1,500 gold coins, 5 tons of wood, 15 tons of tools, 20 tons of stone, 7 tons of glass
- Maintenance fee: 40 gold coins
- Population: 1 noble
- Description: This building cures sickness and plague in its influence area.

Fortified Tower



- Costs: 1,100 gold coins, 8 tons of tools, 10 tons of stone, 8 tons of glass, 5 tons of war machines, 3 military budget points
- Maintenance fee: 30 gold coins
- Population: 1 noble
- Description: This building fights enemies in its range. It hits harder and takes more damage than a normal watchtower.

Fortified Gatehouse



- Costs: 1,200 gold coins, 16 tons of tools, 20 tons of stone, 16 tons of glass, 10 tons of war machines, 4 military budget points
- Maintenance fee: 30 gold coins
- Population: 1 noble
- Description: This creates a passage through walls.

Trapper's Lodge



- Costs: 900 gold coins, 7 tons of wood, 2 tons of tools, 4 tons of stone
- Maintenance fee: 30 gold coins
- Population: 950 nobles
- Description: This must be built near a bear cave. It produces fur.

Furrier's Workshop



- Costs: 1,600 gold coins, 5 tons of wood, 8 tons of tools, 10 tons of stone
- Maintenance fee: 90 gold coins
- Population: 950 nobles
- Description: This must be built on a river. It requires fur and produces fur coats.

Provision House



- Costs: 10,000 gold coins, 20 tons of wood, 20 tons of tools, 35 tons of stone, 25 tons of glass
- Maintenance fee: 15 gold coins
- Population: 950 nobles
- Description: This building requires different goods. It produces provisions.

Cannon Foundry



- Costs: 6,000 gold coins, 24 tons of wood, 15 tons of tools, 30 tons of stone, 24 tons of glass
- Maintenance fee: 100 gold coins
- Population: 950 nobles
- Description: This requires iron and wood and produces cannons.

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Large Storehouse



- Costs: 2,030 gold coins, 4 tons of tools, 6 tons of stone, 4 tons of glass
- Maintenance fee: 30 gold coins
- Population: 950 nobles
- Description: This must be built in a harbor. It increases storage island-wide.

Historic Warehouse Foundation



- Costs: 25,180 gold coins, 40 tons of wood, 20 tons of tools, 59 tons of stone
- Maintenance fee: 200 gold coins
- Population: 950 nobles
- Description: The first part of the monument must be built on the coast. This building increases island-wide storage when complete. It also gives ships a speed bonus and expands their cargo holds.

Harbor Statue



- Costs: 3,000 gold coins, 5 tons of tools, 10 tons of stone, 5 tons of glass, 1 ton of weapons
- Maintenance fee: 10 gold coins
- Population: 950 nobles
- Description: This is ornamental.

Vineyard



- Costs: 800 gold, 8 tons of wood, 4 tons of tools, 10 tons of stone
- Maintenance fee: 25 gold coins
- Population: 1,500 nobles
- Description: This produces grapes.

Barrel Cooperage



- Costs: 1,000 gold coins, 7 tons of wood, 5 tons of tools, 8 tons of stone
- Maintenance fee: 30 gold coins
- Population: 1,500 nobles
- Description: This building requires wood and iron. It produces barrels.

Wine Press



- Costs: 1,800 gold coins, 7 tons of wood, 7 tons of tools, 14 tons of stone, 9 tons of glass
- Maintenance fee: 50 gold coins
- Population: 1,500 nobles
- Description: This requires grapes and barrels, and it produces wine.

Cypress



- Costs: 100 gold coins, 1 ton of wood per unit
- Population: 1,500 nobles
- Description: This is ornamental.

Princely Square



- Costs: 200 gold coins, 1 ton of stone per unit
- Population: 1,500 nobles
- Description: This is ornamental and has the same properties as a cobblestone street.

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Imperial Cathedral Foundation



- Costs: 50,000 gold coins, 80 tons of wood, 40 tons of tools, 100 tons of stone
- Maintenance fee: 500 gold coins
- Population: 2,000 nobles
- Description: This is the first part of a monument. It creates a construction area for peasant houses, and it satisfies all building needs of the Occident when completed.

Hedge



- Costs: 25 gold coins per unit
- Population: 2,000 nobles
- Description: This is ornamental.

Copper mine



- Costs: 1,500 gold coins, 10 tons of wood, 8 tons of tools, 12 tons of mosaic
- Maintenance fee: 40 gold coins
- Population: 2200 nobles
- Description: Must be built on a copper ore deposit. Produces copper ore.

Copper smelter



- Costs: 1,200 gold coins, 9 tons of wood, 5 tons of tools, 12 tons of stone
- Maintenance fee: 40 gold coins
- Population: 2200 nobles
- Description: Requires copper ore and coal. Produces copper.

Optician's workshop



- Costs: 1,800 gold coins, 8 tons of wood, 6 tons of tools, 14 tons of stone
- Maintenance fee: 40 gold coins
- Population: 2200 nobles
- Description: Requires copper and glass. Produces glasses.

Gold mine



- Costs: 2,500 gold coins, 20 tons of wood, 13 tons of tools, 12 tons of stone
- Maintenance fee: 50 gold coins
- Population: 4,000 nobles
- Description: Must be built on a gold ore deposit. Produces gold ore.

Gold smelter



- Costs: 2,000 gold coins, 14 tons of wood, 11 tons of tools, 16 tons of stone
- Maintenance fee: 30 gold coins
- Population: 4,000 nobles
- Description: Requires coal and gold ore. Produces gold.

Silk weaving mill



- Costs: 1,500 gold coins, 3 tons of wood, 8 tons of tools, 12 tons of stone
- Maintenance fee: 80 gold coins
- Population: 4,000 nobles
- Description: Requires silk and gold. Produces brocaded robes.

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Oriental

Oriental structures are broken down by diplomatic rank. Each diplomatic rank will be accompanied by the prestige required to acquire it. For more information about prestige and diplomatic rank, refer to the "Ascension" section in Chapter 2 of this guide.

NOTE

Nomad Buildings: Visitor from the Orient (50 Prestige)

Nomad House



- Costs: 1 ton of wood, 1 ton of tools
- Upgrade: Envoy house (1 ton of wood, 1 ton of tools, 4 tons of mosaic)
- Description: This must be built in the influence area of a bazaar. Its inhabitants provide you with tax income.

Bazaar



- Costs: 400 gold coins, 5 tons of wood, 3 tons of tools
- Maintenance fee: 30 gold coins
- Description: This creates a construction area for nomad huts. It satisfies the need for company.

Oriental Market Building



- Costs: 700 gold, 8 tons of wood, 5 tons of tools
- Maintenance fee: 25 gold coins
- Description: This extends your construction area and sends a market cart to collect resources.

Small Noria



- Costs: 1,000 gold coins, 5 tons of wood, 3 tons of tools
- Maintenance fee: 30 gold coins
- Description: This must be built on desert terrain. It makes the land green.

Date Plantation



- Costs: 200 gold coins, 3 tons of wood, 2 tons of tools
- Maintenance fee: 45 gold coins
- Description: This produces dates.

Goat Farm



- Costs: 200 gold coins, 5 tons of wood, 1 ton of tools
- Maintenance fee: 20 gold coins
- Population: 145 nomads
- Description: This farm produces milk.

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Spice Farm



- Costs: 500 gold coins, 5 tons of wood, 2 tons of tools
- Maintenance fee: 30 gold coins
- Population: 145 nomads
- Description: This farm produces spices.

Oriental Warehouse



- Costs: 400 gold coins, 3 tons of wood, 5 tons of tools
- Maintenance fee: 20 gold coins
- Description: This sends a market cart to pick up goods.

Nomad Buildings: Guest of the Bedouins (100 Prestige)

Silk Plantation



- Costs: 350 gold coins, 5 tons of wood, 2 tons of tools
- Maintenance fee: 25 gold coins
- Population: 295 nomads
- Description: This plantation produces silk.

Indigo Farm



- Costs: 400 gold coins, 5 tons of wood, 2 tons of tools
- Maintenance fee: 20 gold coins
- Population: 295 nomads
- Description: This farm produces indigo.

Carpet Workshop



- Costs: 400 gold coins, 5 tons of wood, 3 tons of tools
- Maintenance fee: 60 gold coins
- Population: 295 nomads
- Description: This building requires silk and indigo. It produces carpets.

Palm



- Costs: 150 gold coins, 1 ton of wood per unit
- Population: 295 nomads
- Description: This is ornamental.

Nomad Buildings: The Sheik's Ally (250 Prestige)

Clay Pit



- Costs: 800 gold coins, 7 tons of wood, 4 tons of tools
- Maintenance fee: 15 gold coins
- Population: 440 nomads
- Description: This produces clay.

Quartz Quarry



- Costs: 1,000 gold coins, 10 tons of wood, 6 tons of tools
- Maintenance fee: 20 gold coins
- Population: 440 nomads
- Description: This must be built near a quartz deposit. You can have only one quarry per quartz deposit. It produces quartz.

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Mosaic Workshop



- ✦ Costs: 1,000 gold coins, 15 tons of wood, 8 tons of tools
- ✦ Maintenance fee: 30 gold coins
- ✦ Population: 440 nomads
- ✦ Description: This building requires quartz and clay. It produces mosaics.

Oriental Shipyard



- ✦ Costs: 3,000 gold coins, 20 tons of wood, 30 tons of tools, 30 tons of mosaic
- ✦ Maintenance fee: 20 gold coins
- ✦ Population: 440 nomads
- ✦ Description: This must be built on the coast. It enables you to build Oriental ships.

Mosque



- ✦ Costs: 3,500 gold coins, 15 tons of wood, 10 tons of tools, 20 tons of mosaic
- ✦ Maintenance fee: 40 gold coins
- ✦ Population: 440 nomads
- ✦ Description: This satisfies the need for faith.

Envoy Buildings: The Caliph's Favorite (500 Prestige)

Large Noria



- ✦ Costs: 2,500 gold coins, 8 tons of tools, 30 tons of mosaic
- ✦ Maintenance fee: 40 gold coins
- ✦ Population: 1,040 envoys
- ✦ Description: This makes the land green and must be built on desert terrain.

Coffee Plantation



- ✦ Costs: 500 gold coins, 2 tons of wood, 4 tons of tools, 6 tons of mosaic
- ✦ Maintenance fee: 20 gold coins
- ✦ Population: 1 envoy
- ✦ Description: This plantation produces coffee beans.

Roasting House



- ✦ Costs: 1,100 gold coins, 5 tons of wood, 10 tons of tools, 15 tons of mosaic
- ✦ Maintenance fee: 45 gold coins
- ✦ Population: 1 envoy
- ✦ Description: This requires coffee beans and produces coffee.

Pearl Fisher's Hut



- ✦ Costs: 1,200 gold coins, 14 tons of wood, 7 tons of tools, 11 tons of mosaic
- ✦ Maintenance fee: 40 gold coins
- ✦ Population: 1,040 envoys
- ✦ Description: This must be built on the coast and requires a shellfish reef. It produces pearls.

Pearl Workshop



- ✦ Costs: 1,800 gold coins, 8 tons of wood, 8 tons of tools, 16 tons of mosaic
- ✦ Maintenance fee: 70 gold coins
- ✦ Population: 1,040 envoys
- ✦ Description: This building requires pearls and produces pearl necklaces.

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Oriental Square



- Costs: 200 gold coins, 1 ton of mosaic per unit
- Population: 1,040 envoys
- Description: This is ornamental and has the same properties as a cobblestone street.

Oriental Statue



- Costs: 5,000 gold coins, 5 tons of tools, 10 tons of mosaic
- Maintenance fee: 5 gold coins
- Description: This is ornamental.

Envoy Buildings: The Grand Vizier's Advisor (1,000 Prestige)

Oriental Fort



- Costs: 4,500 gold coins, 20 tons of wood, 20 tons of tools, 15 tons of mosaic, 15 tons of weapons, 10 military budget points
- Maintenance fee: 50 gold coins
- Population: 1,400 envoys
- Description: This fort fights enemies in its range. It enables you to create Oriental encampments, cannon positions, and miner positions.

Oriental Fountain



- Costs: 800 gold coins, 2 tons of mosaic
- Maintenance fee: 5 gold coins
- Population: 1,400 envoys
- Description: This is ornamental.

Rose nursery



- Costs: 900 gold coins, 9 tons of wood, 5 tons of tools, 10 tons of stone
- Maintenance fee: 30 gold coins
- Population: 2,600 envoys
- Description: Produces roses.

Perfumery



- Costs: 2,500 gold coins, 12 tons of wood, 9 tons of tools, 16 tons of stone, 8 tons of mosaic
- Maintenance fee: 60 gold coins
- Population: 2,600 envoys
- Description: Requires roses. Produces perfume.

Bath house



- Costs: 15,000 gold coins, 40 tons of wood, 17 tons of tools, 60 tons of stone, 25 tons of glass
- Maintenance fee: 50 gold coins
- Population: 2,600 envoys
- Description: Satisfies envoy's need for amusement

Envoy Buildings: The Sultan's Confidant (2,000 Prestige)

Sultan's Mosque Foundation



- Costs: 50,000 gold coins, 40 tons of wood, 80 tons of tools, 100 tons of mosaic
- Maintenance fee: 300 gold coins
- Population: 1,740 envoys
- Description: This is the first part of the monument; it creates a construction area for nomad huts. This building satisfies all building requirements of the Orient when complete.

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Sugarcane plantation



- ✦ Costs: 400 gold coins, 5 tons of wood, 3 tons of tools, 9 tons of mosaic
- ✦ Maintenance fee: 35 gold coins
- ✦ Population: 4,360 envoys
- ✦ Description: Produces sugar cane.

Sugar mill



- ✦ Costs: 800 gold coins, 7 tons of wood, 6 tons of tools, 10 tons of mosaic
- ✦ Maintenance fee: 40 gold coins
- ✦ Population: 4,360 envoys
- ✦ Description: Requires sugar cane, produces sugar.

Almond plantation



- ✦ Costs: 500 gold coins, 6 tons of wood, 4 tons of tools, 9 tons of stone, 3 tons of mosaic
- ✦ Maintenance fee: 15 gold coins
- ✦ Population: 4,360 envoys
- ✦ Description: Produces almonds.

Confectioner's workshop



- ✦ Costs: 1,500 gold coins, 3 tons of wood, 8 tons of tools, 12 tons of stone, 7 tons of mosaic
- ✦ Maintenance fee: 100 gold coins
- ✦ Population: 4,360 envoys
- ✦ Description: Requires almonds and sugar. Produces marzipan.



WALKTHROUGH OF DISCOVERY

Chapter I: A Declaration of Faith

Lord Richard Northburgh informs you that the emperor is ill! To help himself and others pray for a cure, Lord Northburgh wants to construct a cathedral, and he needs your help. But first he wants to make sure you take care of your own settlement by building a chapel.

Click on the ship with the arrow over it. Lord Northburgh grants you control over your own private island. He tells you to look at your marketplace; it's good advice, because that's where you want to begin developing your settlement's population.



Lord Richard Northburgh

Lord Northburgh is the emperor's loyal seal bearer and your guide through the early stages of the game. He is noble and just, but also naïve. Learn his lessons well, for he may not always be around to advise you.



cider. First, build two woodjack huts. Place each one among the trees on each side of the road leading from the warehouse to the marketplace. Situate the woodjacks as close to the warehouse as possible while still keeping them surrounded by trees. Then build short roads connecting the woodjacks to the main path.

Lord Northburgh asks you to build three peasant houses to increase your Population, but what he isn't telling you is that you'll need a lot of wood, food, and

Before you use all your wood building houses, build a fishing hut next to your warehouse on the shore. Simply connect the fishing hut to the warehouse with a tiny bit of road.

Now that your town has both food and wood, build three peasant houses.



Next, Lord Northburgh wants you to click on your warehouse. As you can see, your resources are stored here, including the fish you've caught, the wood you've harvested, and the tools you have at your disposal.



Don't build your chapel until you've finished every quest; completing it will end the mission.

TIP

Now that you have three peasant houses, two woodjack huts, and a fisherman's hut, Lord Northburgh asks you for ten tons of wood to aid in the construction of the cathedral. It should take

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only a few moments to save up that much. When you have it in storage, he'll ask if he can load his ships with it; tell him he can.

Offshore is a small boat. Click it and Lord Northburgh will give it to you. Next he tells you he has a present for you, except that he dropped it in the ocean! You can see it floating in the water. Just make sure your boat is highlighted, then right-click on the gift box. You get three tons of tools. Now, with your ship still highlighted, right-click on your warehouse. When your ship is in front of it, left-click on the tools under the ship's name to load them onto your warehouse.

In the warehouse inventory window in the upper-right corner of your screen, you should see wood, tools, fish, and cider. Left-click on the fish; this will load ten tons of fish onto your boat. Lord Northburgh will then tell you his mining island in the south needs ten tons of fish. With your boat highlighted and loaded with fish, look at your minimap. Right-click the water just off the north coast of the southern island to send your ship there. While your ship is in transit, Lord Northburgh will tell you that he lost cargo in the water between your island and the mining outpost. You will see two flashing red dots on the minimap; that's where the cargo is. However, before you grab it, sail your ship to the northwest corner of the mining island, and right-click on the warehouse there.



Northburgh will take the fish and give you a capital stone you must deliver to his main island, which is directly east of your own. On your way there, pick up the

floating cargo that is marked on your minimap. Head north and slightly west from the mining island, where you will encounter a

small crescent-shaped island. You will find three boxes scattered randomly around it.



One of the best city-building guides is the game itself. Look at how the buildings are laid out on the mining island and on Lord Northburgh's island.

TIP

Right-click just off the west coast of Lord Northburgh's island to send your ship there. While your ship is in transit, go back to your settlement and build peasant houses. Once your Population reaches 60, you'll gain a new building—the cider farm. This will provide your peasants with refreshing beverages. The cider farm doesn't have to be anywhere near your marketplace or any of your houses. In fact, it should be outside your market's circle of influence to avoid taking up any valuable housing space.



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Don't be confused by their names: the marketplace and small market building are different structures.

NOTE

To get your cider operation up and running, create a small market building west of your warehouse, near the mountains. Next, place your cider farm near your small market building, then draw a simple road from the cider farm to the market building. Now click on your farm and click the watering can to automatically set down some apple orchards. You now have cider!



Resources in one market building are immediately shared with all others on a given island, including the warehouse.

NOTE

Once your ship is off Lord Northburgh's coast, right-click his warehouse. He'll take the capital stone and the missing cargo, give you tools, and ask you to map reefs to the southwest and southeast. First, head back to the crescent-shaped island and park your ship just off its coast until the game tells you the island has been successfully mapped. Then head to the map's southeast corner. The reef you're looking for is directly east of the mining island. Park and map, then sail around and collect the cargo floating in the water; there should be four boxes to collect. Then return to Lord Northburgh's warehouse.

When you arrive, click on the warehouse a few times, and Lord Northburgh will tell you to look around the city and to check out the cathedral construction site, which is in the middle of the city and east of the docks. Once you click the site, Lord Northburgh will tell you his master builder has gotten drunk and disappeared.

You won't have to look far for him; he's asleep under two trees right across the street from the northwest side of the build site. There's a big gold statue right next to him.



Once you've found the master builder, return to your town. By now you should have a large enough Population to build your chapel. Like the marketplace, the chapel has a circle of influence, and any houses outside this radius will not benefit from it. It's usually a good idea to place your chapel right next to your marketplace to guarantee that it covers all your houses. After you place your chapel, you complete Chapter I. Congratulations!



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Chapter II: In the Sign of the Cross

Now the game begins in earnest. You go from contributing to a nice cathedral to helping the creepy Guy Forcas supply an entire crusade! Lord Northburgh is as surprised as you are but advises that you aid Guy Forcas nonetheless.



Guy Forcas

Guy Forcas is waging a crusade against the Orient, and he orders you to aid him. He must be up to no good, but you have no other choice than to help him in his dubious mission.

Forcas wastes no time, asking for 15 tons of fish and 3 tons of cider for his troops. Northburgh immediately follows up and tells you to build a new market building; this will extend the area in which you can build.



A market building is not the same as a marketplace. Market buildings collect and store resources from your farms, mines, and fisheries.

CAUTION


Before you do anything else, select your ship and send it south-west. You will encounter a small archipelago. If you investigate it, you'll receive a message from Guy Forcas stating that several deserters went overboard in those waters and that he would like you to collect them. There are five deserters; simply right-click on them to collect them. After that, deliver them to Forcas's warehouse on the island west of your own. May Guy have mercy on their souls.



Now take stock of what you have: two woodjack huts, a fishing hut, and a cathedral. However, you don't have a cider farm, and you need cider both for Forcas's quest and for your citizens. Build a small market building north of town. Next, Northburgh will tell you to build a cider farm. Build that right next to your market, complete with orchards and a connecting road.

In just a few moments, you should have the fish and cider ready for Forcas. Load them onto your boat, along with ten tons of wood (the wood is for later use); then sail west to his harbor.



Press and hold  to accelerate time and shorten voyages.

TIP

As soon as your ship draws near, Forcas will ask if you have the provisions. Give them to him. Next, he asks you to deliver a letter to Marie D'Artois and then orders you to deliver five tons of linen to his warehouse. He even gives you a new boat to aid in the delivery of his desired fabrics.

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Marie d'Artois

Marie d'Artois is beautiful but overzealous. Though her better judgment is frequently obscured by her fierce faith, she has a good heart and will make an invaluable ally.

Before you deliver the letter to Marie, left-click on it to read it, then sail to her island, which is directly north of your own. Marie will take the letter and ask you to collect a weapons crate from Lord Northburgh's mining island to the south. Send your ship in that direction. While it's in transit, begin working on your linen production.

Sew You Want to Make Clothes



Linen garments are very easy to produce. You simply need a small market building, a weaver's hut, and two hemp plantations. First, place your small market

building somewhere on your island. It's a good idea to place it near a coast, as you will eventually make rope from this facility, and rope yards must be built near the sea. After you place your market building, open the Citizens tab in your Build menu. Set your weaver's hut near the market building.



Pay attention to the circle that extends from your weaver's hut as you place it—any hemp plantations placed within this circle will automatically supply the weaver's hut with hemp, no roads required.

NOTE

Draw a short road from your weaver to your market, then place your hemp plantations. Once your plantation is down, click the watering can to automatically place your hemp fields.



When placing your hemp plantation, keep an eye on your weaver's hut. If the hut is green, then the plantation is within its range, and no roads are required. If the hut looks normal, your hemp plantation is too far away.

TIP

Money Matters!

Now that you've built several production buildings, it's time to learn the most important lesson in the game: how to manage your money. This lesson is both easy and critical to your success. First, look at the two numbers above your minimap; one tells you how many people live on your island, and the other tells you how much money you're making or losing. If the number is green, then you are making money, which is good. If the number is red, then you are losing money, which is bad.

Money is generated by houses, so to make money, you can do two things: build houses or raise taxes. Or better yet, do both! To raise taxes, simply click on a house, then move the slider into the yellow zone. To lower taxes, slide the marker back into the green zone.



Raising taxes at one house raises the taxes at all houses of that type. If you want to raise taxes on everyone, you must raise them at every type of house (peasant, citizen, patrician, etc.).

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How taxes work: Your tax level affects two things: your income and your Population. If your taxes are low, people will move in. If your taxes are in the middle, people will neither move in nor out. And if your taxes are high, people will move away. You should only have high taxes if you are in desperate need of cash, and you should only have low taxes if you need to increase your Population. Otherwise, set your taxes right in the middle.

On the flip side, money is lost on production buildings; each one has a maintenance cost that is subtracted from your budget. To succeed at the game, you must make more money from houses than you spend on production. To do this, establish a healthy income with houses and taxes, then use that to fund more production. Once your budget shrinks back down below +100, invest in more housing until you have enough budgetary breathing room to construct more production.

Your first and most important quest is to make sure you are earning more money than you are spending.



Around the time Guy Forcas asks you for garments, he will tell you he wants ten soldiers. Zoom in on your town and look for men with spears and purple outlines; simply click on them to

collect them. By the time you collect ten soldiers, you should also have Guy's five tons of linen. Load the linen and the soldiers onto your boat, then sail to Guy Forcas's warehouse.



You can find the soldiers you've collected in the strongbox of your warehouse.

NOTE

Guy Forcas will thank you and will task you with delivering three tons of rope.



By now, your other ship should have arrived at the mining island to the south. Tell Northburgh to load the weapons onto your ship as it pulls up to his warehouse. Now sail the weapon crate back to Marie d'Artois's warehouse. Marie will thank you. Moments later, she will inform you that one of her ships ran aground on a reef east of your island and requires 10 tons of wood. Send your ship from Marie's harbor to the distressed vessel.

You should now have only two quests, both involving rope. However, you might not have a large enough Population to build the rope house. If not, simply build several houses. Once they're

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constructed, lower all your taxes to the green zone if they aren't there already.



Your houses should be within range of your cathedral and your marketplace. If both these locations glow green as you place a house, you know it is within range.

NOTE



Uh-oh, you might be out of tools! If you are, don't worry—just buy some from Lord Northburgh. To do so, sail a boat with an empty cargo slot to his warehouse. When the boat arrives, right-click his warehouse to open the Trade window, then click on the Ship tab. A window showing tools will appear in the screen's bottom right corner. Simply left-click on them until you have as many as you want, then click on the green check mark. Now sail back to your settlement and drop off your new tools.

TIP

The rope yard also uses hemp, so place it on the road between your market building and your weaver's hut. As you place the rope yard, you will see a radius; the rope yard can take hemp from farms within this radius without the need for roads.

Once you build your rope yard, turn off your weaver's hut. Do this by clicking it and then pushing the button in the gear's center. This will stop the weaver's hut from using hemp, freeing all of it for rope production. Once you have three tons of rope, load it onto a boat along with three tons of wood and two tons of tools.



To load resources onto your boat in units of one, first highlight the boat, then right-click your warehouse. In the bottom right corner should be "Transfer Quantity" and three symbols; click on the symbol with a "1." Then load your tools and wood like normal.

TIP



Once you deliver the rope, Guy Forcas wants you to find Brother Hilarius and the Mountain monastery. The Mountain monastery is between the islands of Guy Forcas and Marie d'Artois.

Sail directly to the shore of Mountain monastery island. Once your vessel is offshore, highlight your boat and click the pulsating green Warehouse button. Then place the warehouse on the shore. From there, simply build a road that connects the warehouse to the monastery road.

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Brother Hilarius

Brother Hilarius is a kind and pious monk who would like nothing more than to pray in his Mountain monastery, but he has been swept up, along with you, in the tides of the crusade.

Guy Forcas orders Brother Hilarius to bless the weapons of the crusade. Load Brother Hilarius from the strongbox of the Mountain monastery warehouse to your ship, then take him to Guy Forcas. This completes Chapter II.



Chapter III: Departure for the Promised Land

The crusade is about to commence, but first the sinister Cardinal Lucius commands you to oversee the construction of a harbor to facilitate the transport of troops and cargo to the Orient.

Your first task is to claim the island to the southwest. But before you develop that island, look at the layout of your own island. On the northern end of your settlement is a serious production bottleneck: a rope yard, a weaver's hut, a woodjack's hut, and a cider farm are all feeding into the same small marketplace. With only one cart between the four buildings, it will take forever to collect those resources.

To remedy this, first turn off the rope yard. You need rope only for specific tasks in the early going, so it is usually safe to do this.



Next, extend the road beyond the hemp plantations and build a new small market building. Your island is now in good shape. Load some wood and tools onto a boat, and set sail for the island in the southwest.

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Any time you have wood to spare is a good time to build more peasant houses. But be careful! As your population expands, so will its appetite. You may need to build more fishing huts and cider farms to feed your hungry new inhabitants.

TIP

Once you reach the island, build a warehouse on its shore. Guy Forcas tells you to construct a harbor master's office, and Lord Northburgh informs you that you will need stone to complete that job. The only available stone on the map is located at Mountain monastery; the island this is on is now known as Hookburgh.

In order to establish a stone-production facility at Hookburgh, you will need wood and tools. If you run out of tools, buy more from Lord Northburgh. Once you have a boat full of wood and tools, head northwest to Hookburgh and deliver the supplies.



During the course of this chapter, you will build a lot of production buildings, so keep an eye on your funds. If they get low, build more houses, and don't forget to raise taxes!

TIP

Stone production is very easy. All you have to do is build a stone mason's hut within range of a stone deposit. You can tell if your mason's hut is close enough to a deposit when you are placing it because the stone deposit will glow green.



If you construct your stone mason's hut to the right of the road leading to the Mountain monastery on Hookburgh island, you can build it within range of both stone deposits. This won't produce stone any faster, but when you run out of stone at one deposit, you will automatically switch to the next.

TIP

Build your stone mason's hut within range of one or both stone deposits and touching the road that leads to the warehouse. This should cost just a few gold coins, tons of wood, and tons of tools. Now you are producing stone!



If your budget is tight, turn off the rope yard, the weaver's hut, and all the hemp fields. This will relieve you of their maintenance fees.

TIP

Lord Northburgh will tell you to build a shipyard. But before you do, look at your budget; it is probably getting uncomfortably low, even with good taxation. At this point, you may want to build a second marketplace on your main island and bolster it with more fishing huts, a cider farm, and a church.

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If you decide to build a second marketplace, place it in the big open patch in the northeast part of your main island. Remember, you will need one or two more fishing huts, at least one more cider farm, and another church to keep your new residents happy. You will also want to lower taxes to attract new residents. And, finally, you may want to build a new woodjack's hut to help produce all the wood you will be using on new houses.

While you are busy building your new housing development, transport some stone from Hookburgh to your main island, and use it to make cobblestone roads. These will greatly increase the speed at which you process resources. You should also pave the road from your stone mason's hut to your warehouse on Hookburgh island.



Buy all the tools you can from Lord Northburgh early in this level, as he will stop selling them later.

TIP

Once you're satisfied that you have enough income, build a small shipyard on any of your coasts. While you're gathering the stone, tools, and wood for your shipyard, reactivate your hemp plantations and rope yard, because ships require 20 tons of rope each. Once you place your shipyard and build a small trading ship, you can deactivate your rope yard and hemp plantations.



Consider upgrading your market buildings and warehouses for greater storage capacity. Just click the Upgrade button in either the Warehouse or the Marketplace window.

TIP

Now that you have a small trading ship, it's time to set up a trading route!



Tools of the Trade

Because resources are not automatically shared between your islands, it is helpful to set up trading routes. These tell ships to pick up goods at one warehouse and drop them off at others, thereby equipping each of your islands with the things it needs to grow.

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You can produce stone only on Hookburgh, but you need to build several stone structures in Port Sacral, to the south. To keep a steady flow of stone moving to Port Sacral, open the Routing window by pressing the compass-shaped button in the screen's bottom-right corner.

From there, click "Create new Route." Then click "Add Warehouse," and choose Hookburgh. Since this is where your stone is coming from, you want to click the green plus symbol, then drag the slider to about "+20." After that, click on the stone symbol. Now, in the Hookburgh window, you should see that 15 tons of stone will be added. Next, click "Add Warehouse" again, and choose Port Sacral. Now click the red minus sign, and move the slider to "-20" before clicking the stone symbol. Now click the Add Ship button, and choose a ship that preferably has an empty hold. Congratulations, your trade route is complete! Click the "X" in the upper-right corner to return to the game.



If you aren't sure about the name of a warehouse or a ship, you can also click it on the trade route map to select it.

TIP

Once you have a stone supply in Port Sacral, use your other ship to deliver wood and tools, then build your harbor master's office next to the warehouse. Next, Guy Forcas wants you to build four



small storehouses near your harbor master's office to increase storage. Each storehouse requires four tons of tools, so be sure to stock up.



After you complete the four storehouses and upgrade your Port Sacral warehouse, you will no longer be able to purchase tools from Lord Northburgh.

NOTE

Once you've completed the storehouses, Guy Forcas will ask you to upgrade your Port Sacral warehouse. Simply click the Upgrade button when you have the required resources.

Upgrading the warehouse sets off several events at once. Guy Forcas says he wants four small trading ships and ten tons of iron, and he wants you to build a tavern in your main settlement. Meanwhile, Marie d'Artois is leaving for the crusade but wants you to build a repair crane in Port Sacral, and Lord Northburgh is fresh out of tools! You have your work cut out for you.

Hopefully you stockpiled some tools before reaching this point, but even if you haven't, you should be okay. The first thing you need to do is sail whichever ship is not engaged in a trade route to Inglebeck, the island of Marie d'Artois.



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There, you will discover that Marie d'Artois's absence has caused the populace to lose hope and set the chapel on fire. You are suddenly put in charge of the settlement. The townspeople are all moving away, so the settlement's tax revenues are plummeting. Meanwhile, a bevy of production structures are sapping maintenance money from your budget. The first thing you need to do is demolish all production structures except for the fishing hut, market building, and woodjack facility on the northern coast of the island. Don't destroy the warehouse, either. You are trying to return this town to a basic, manageable, profitable state. Keep only the necessities and demolish everything else. You can also demolish derelict houses, as they will probably be set on fire anyway.



Open the Central menu in the screen's bottom-right corner, open the action archive, and click the Slow Game Down button to keep things from quickly getting out of hand at Inglebeck.

TIP



By destroying most of Inglebeck's production facilities, you will do three things: (1) prevent yourself from losing a lot of maintenance money; (2) recoup lots of tools, wood, and money; (3) and begin turning a substantial profit thanks to the high housing level. Keep in mind, though, that the chapel is probably either on fire or burned down. You need to replace it to keep people from burning down the rest of the settlement.

Once the settlement is under control, build a small market building, a cider farm, and several houses. You may need to transport wood from your main island. Also, keep an eye on the needs of the Inglebeck people; you may need more food or cider to keep them all happy.



Inglebeck doesn't have its own cider farm. Building one should be a top priority.

TIP

Once Inglebeck seems stable, let the Population rise to 500 citizens (check the marketplace to see how many you have). Once you reach that number, put the taxes in the middle, and load all of Inglebeck's tools, wood, and stone onto a boat. You are done with Inglebeck, and you just gained a huge income boost. You are ready to finish the level.

With your ship full of wood and tools, travel to Hookburgh and unload everything at the warehouse; you are going to establish an iron-production facility!



At this point, reactivate your hemp plantations and rope yard on the main island. You'll be glad you did.

TIP

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The Heart of Iron

An iron-production facility requires an iron deposit, an ore mine, a charcoal burner's hut, an iron smelter, and a small market building. That's a lot of maintenance fees, but with the tax income from Inglebeck, you should be able to cover them. First, build a small market building beneath the iron deposit, then build an ore mine right on top of the deposit. Connect the two with a cobblestone road. Next, build your charcoal burner's hut among the trees near the small market building. Finally, build your iron smelter on the road anywhere near your small market building.

With a functioning iron smelter, you have what it takes to build tools. Simply add a toolmaker's workshop along the same road that connects your iron smelter to your small marketplace. You may want to turn off your tool shop while you stockpile iron for Guy Forcas.

TIP

For your next task, build a tavern near your houses on your main island. The tavern functions exactly like a chapel, except that it fills the need for entertainment rather than faith. Taverns require 20 tons of stone, 15 tons of wood, 8 tons of tools, and 2,000 gold coins.

If you're running low on a particular resource at one island, don't forget to check your others. You may have a forgotten stockpile.

NOTE

Next, build the repair crane at Port Sacral. It doesn't cost much to construct, and once you finish it, you will be completely done with Port Sacral, so you can cancel your trade route and concentrate on building small trading ships and stockpiling iron for Guy Forcas.

Since you have only a few quests left, you don't need to set up new trading routes. Just deliver ten tons of iron and four small trading ships to Forcas. Remember, you need to build only three additional trading ships, because you already have one you built earlier.

Three trading ships will cost you 4,500 gold coins, 45 tons of wood, and 60 tons of rope, so reactivate your hemp plantations and rope yard. In fact, you may want to demolish your weaver's hut and replace it with a rope yard if you're far behind on rope. While you're building your three trading vessels, supply your main ship, the *Santa Maria*, with 15 tons of tools and send it to Port Sacral.

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Once you have four small trading ships, send them to Guy Forcas's warehouse. Next, Guy Forcas will ask you to deliver 15 tons of tools to his ship in Port Sacral, and since you're already there with the tools, you will immediately complete the quest and Chapter III.



Chapter IV: The Lost Children



Guy Forcas and his crusade depart for the Orient, but Lord Northburgh realizes he isn't just taking along weapons and troops. No, Forcas has four ships full of kidnapped children! You and Northburgh pursue the slave ships through a tropical storm, only to watch helplessly as pirates attack and take the children. Outmatched by the warships and tossed about by the storm, you and Northburgh retreat to a nearby island to recover and plan.



First, unload the tools and wood from your ship to your warehouse. Next, Lord Northburgh tells you to inquire at the nearby monastery after the lost children and to build a repair crane for your damaged vessels. However, before you do any of that, send your ship to the map's northeast corner.

Next, look at your settlement. You have wood, cider, fish, and a chapel—you're off to a good start already!

At the north end of your island is a monastery. When you click it, Brother Hilarius greets you! He's searching for the children, too, and he took refuge from the storm in the likeliest possible place for a friar. To reach him, build a small market building somewhere near the mountain monastery, then build a road that connects the two.



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By now, your ship should have reached the island in the north-east corner. There, you'll find a floating child and a box of cargo; collect both and return them to your warehouse.



If you run out of tools, buy more from the friars at the Mountain monastery.

TIP



Unload at the warehouse the child and the tools you just gathered, and send your ship to pick up a gift from Lord Northburgh's vessel. Lord Northburgh tells you it is a gift for the vizier, and you are to deliver it. Take the gift to the vizier's island, which is due south.

In the meantime, build a stonemason's hut near the stone deposit by the Mountain monastery; you should already have a small market building near there. Next, build a woodjack hut just off the small market building near the Mountain monastery.

When you arrive at the vizier's island to the south and give him the gift, he will inform you that one of his boats found one of your children. Unfortunately, the vessel was badly damaged in the storm and needs three tons of rope for repairs.



Grand Vizier Al Zahir

Though Grand Vizier Al Zahir is initially suspicious of your motives and meets you with bluster, he is a reasonable ruler and will become an important ally against Guy Forcas and the pirates of the Orient.



Replace dirt roads with cobblestone ones to ensure that your carts take the speediest possible route.

TIP

Once you've built several houses and have a balance over +200, you should build a rope production facility. Don't build a weaver's hut; you don't need one yet.



If you buy tools from Hilarius at the Mountain monastery, he must deliver them by donkey, which can take several minutes. Order in advance.

CAUTION

Once your hemp plantations and rope yard are set up, stockpile the three tons of rope for the vizier. While waiting for your rope, set down a second marketplace, a chapel, and a couple houses. You can develop both settlements at your own pace, but you will definitely need the income from both of them before long.



You won't need a weaver's hut until the end of this chapter.

TIP

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Once you have your rope, shut off your rope yard and hemp plantations and build a woodjack's hut near the small market building that was collecting rope. Load the rope onto your boat and look for the stranded vessel; it is just east of the vizier's island.

Once you repair the ship, you receive the lost child and the ship, a cargo of tools and wood, and the suggestion that you contact a caravan driver to the west. But first, send both ships back to your harbor. Drop off the child and the tools at your warehouse, and use the tools to begin a tool production facility of your own.

To stockpile tools, select your marketplace and click on the Population Pyramid tab. Then click the Ascension Rights button at the top of the window. This will prevent your peasant houses from leveling up to citizen houses, which in turn costs one ton of wood and one ton of tools per house.

Don't expand your housing too quickly at this point, or you may find yourself with a hungry and thirsty population and no tools for cider farms and fishing huts.

CAUTION



Karim

Karim is an enterprising caravan driver who wants to establish a settlement on his island but doesn't have the tools or the manpower. He does, however, have one of your lost children.

Load 40 tons of wood and 20 or more tons of tools onto your ship, the *Ikara*, and send it west. When you arrive at Karim's island, he will claim he is too busy to talk to you. Build a warehouse on the northeast coast of this island. Your warehouse should be close to the mountain pass, but also near the wide-open area on the island's east side.



Once you place the warehouse, set up a trade route for the *Ikara*, which will deliver 20 tons of wood and 10 tons of tools to your new desert isle, now named Ku'Raast. Open the Nomads tab of your Construction menu and select an Oriental market building. Place it near the mountain path, and then connect the market building to the mountain path with a short piece of road. Karim wants you to build a settlement of 145 nomads, but nomad settlements operate a little bit differently than you are used to. You will first need to place a small noria near your Oriental market building.

The noria creates a patch of fertile soil. Certain nomadic buildings, such as the goat farm and the date plantation, can be built only on noria-fertilized soil. Place the noria near your market building in a location that will fertilize the largest amount of land, and then let it spread. Once you have a patch of fertile ground, place your date farm, click the watering can to set down five fields, then connect it to the Oriental market building with a road.

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Now all you need to do is build a bazaar and several nomad houses. Place the bazaar in the large open space on the island's east side. Placing a bazaar and building nomad houses is just like placing a marketplace and building peasant houses, except that nomad house construction requires one ton of tools and one ton of wood, rather than the two tons of wood needed for peasant housing.

Once your nomad Population reaches 145, Karim will place one of the missing children in the strongbox of your warehouse at Ku'Raast. Deliver the boy to your island, Guelphdon. Around this time, Lord Northburgh will recommend that you build a spice farm. Hold off on that for now.



Don't forget to activate ascension rights at your marketplace once you have enough wood and tools; this will let your peasants become citizens, which in turn will lead to more tax money.

NOTE

Impressed with your tenacity and virtue, the vizier asks to speak with you at his island. Send your ship the *Swordfish*. The vizier gives you a message that will make the mine manager to the southeast more receptive to your inquiries regarding lost children. He also mentions having seen a suspicious corsair ship to the southwest of his own island.

First, deliver the message to the mine manager's warehouse. He says he will give you the child in exchange for ten tons of tools and five tons of spices.

Now you should build a spice farm on Ku'Raast. Place the spice farm near your date field and your small market building, lay down the spice fields, and connect it with a road. At this point, Lord Northburgh says he wants you to expand your settlement at Guelphdon.



How to Take Your Town to the Next Level

As you may have noticed, settlements advance from level to level when you meet all of your population's requirements and lower their taxes. For instance, if you give your peasants a chapel, cider, food, low taxes, and company, they'll eventually become citizens.

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For your citizens to become patricians and to reach your town's next level, you must supply them with everything they are already accustomed to, as well as spice, clothing, and entertainment. Spice comes from your spice farm, clothing from your weaver's huts, and entertainment from taverns, which function exactly like chapels.

If you click on a citizen house, you will see several meters for different needs, such as food, drink, faith, and entertainment. Once all of these meters are green and you've lowered taxes, you will begin to attract patricians to your settlement and gain a new Civilization level.

Before you get busy upgrading your Civilization, load 5 tons of spices and 10 tons of tools onto the *Swordfish*, and send it to the mining island in the south. Make sure there is nothing else in the ship's hold, because the mine manager will have a couple items to give you. While the *Swordfish* is in transit, change the *Ikara*'s trading route details: tell it to stop trading wood and tools and to begin delivering 40 ton loads of spice from Ku'Raast to Guelphdon.



The *Ikara* is the best ship for trade routes because it is much faster than the *Swordfish*.

TIP



When you deliver the spice and the tools to the mining island, the manager gives you the child and a "Noble Appreciation." Drop the child off at your harbor, then deliver the

Noble Appreciation to the vizier. This increases your rank from "stranger" to "visitor from the Orient." This opens up an extremely worthwhile quest, "Carpet trading." For just three tons of carpet, the vizier will give you a very powerful warship, which will come in handy at the end of the level. Before you get to the carpets, send the *Swordfish* to the map's southwest corner to look for the suspicious corsair ship. You will find it off the north shore of an island directly to the south of Ku'Raast. Left-click on the corsair when you are near it.



The Noble Appreciation is one of many tokens that increases your diplomatic standing with the Orient. Upon delivering such a token to an Oriental leader, your diplomacy level with the Orient increases, which in turn grants you access to one or several new tiers of buildings. This way, the Oriental buildings you have access to are tied closely to the quests you have completed, as the only way to gain diplomatic tokens is to complete the quests that reward them.

NOTE



Hassan ben Sahid

Hassan ben Sahid doesn't like you snooping around his island and immediately challenges you to either fight or flee. What is he hiding?

Hassan ben Sahid has a child on board, and he threatens to attack. The vizier tells you that for five tons of weapons, he will give you access to an infamous boarding crew that can rescue your child from the pirate's clutches.

First, focus on crafting the three tons of carpet for the vizier. To build carpets, you need a silk plantation, an indigo farm, and a carpet workshop. You also need a Population of at least 295 nomads. Once your nomadic Population is high enough and you

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gain access to the buildings, first drop a new Oriental market building and a small noria; then build your silk plantation, indigo farm, and carpet workshop. Next, open a nomad house and click on the Property meter; then click to deny your nomads access to carpets. Once you store three tons of carpet, load them onto the *Swordfish*. Send the carpets to the vizier's harbor and demolish all the carpet production buildings you just erected—you no longer need them. Instead, construct a second spice field next to the first one you built. You shouldn't need a second Oriental market building for this.



Upon receipt of the carpets, the vizier will give you an awesome ship called the *Babira*. Send it and the *Swordfish* to Guelphdon harbor.

Now you're going to work on upgrading your Civilization. The first step is to look at the need levels of your current citizens; if any of their basic needs are low, then you need to address them. For instance, if your Fish meter isn't quite full, build another fishing hut.

Next, clothing. You haven't needed linen garments thus far, but you'll need at least two weaver's huts and about four hemp plantations to keep your people happy at the next level. First,

demolish the rope yard you built earlier and build a weaver's hut in its place. Also, activate your hemp plantations.

Next, build a new small market building, a new weaver's hut, and two more hemp plantations. Now add a cider farm and connect it to the small market building you just constructed. If there's no room, you can just tack the cider farm onto any small market building.



Once your citizens' Clothing meter is completely full, build a tavern. Remember, the tavern works like a chapel, benefiting any house within its radius. Build one tavern in a densely populated area.

If you click on a house within the tavern's circle of influence, all of its Need bars should be full. You are ready to take your Civilization to the next level. Completely lower the taxes on your citizen and peasant houses. Your first patricians should quickly move in. Every time a citizen upgrades their house to a patrician house, it requires four tons of stone, one ton of wood, and one ton of tools, so consider building an extra stonemason's hut near the stone deposit by your warehouse.

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Now, find a patrician house and click on it. If any of the Need meters are in the red, address them. If they are yellow or grayed out, then you are doing fine.

Now open the Patricians tab in your Construction menu, and look at the weapon smithy. This is a cheap building to construct, requiring just 10 tons of stone, 5 tons of tools, 3 tons of wood, and 1,500 gold coins. However, your patricians might have used up all your stone building new houses. If this is the case, click your marketplace and turn off ascension rights until you have enough stone for a weapon smithy. Once you have the resources, place your weapon smithy on the same road as your toolmaker's workshop, and turn off the toolmaker's workshop.



You should also take this opportunity to build a repair crane next to your harbor warehouse. The repair crane is in the Citizens tab of the Construction

menu. Though the button claims that the crane costs only 5 tons of wood, 5 tons of tools, 1,020 gold coins, and 9 tons of stone, it also assumes you are already building the crane on an area completely paved with stone. Since you are not, constructing the crane will cost you at least 14 tons of stone. Once the repair crane is in place, simply park the *Swordfish* next to it, and the crane will repair all of its damage.

Once the weapon smithy and the repair crane have been placed, you can turn the ascension rights back on for the patricians.

NOTE

Next, load five tons of weapons onto the *Swordfish* and send it down to the vizier's harbor. Do not use the *Ikara* for this quest; it should still be running spice. The vizier will take the weapons and deliver the infamous boarding crew, which will show up as a grappling hook in one of the *Swordfish*'s two Action slots. Now, sail toward the corsair that has the child on board. Left-click on the Grappling Hook button, and then left-click on the corsair. Your crew will commandeer the ship for you. Once the enemy corsair is under your control, sail both ships back to Guelphdon harbor, drop off the child, and repair any damage to your ships.



Hassan ben Sahid brags that he has more children on his island, and Lord Northburgh tells you to destroy the pirate's fleet of four corsairs. Northburgh also says that you should build two additional warships to ensure a victory, but you don't need to do this. Between the *Babira*, the *Swordfish*, and the ship you just stole from the pirates, you have enough firepower to take out all the corsairs and rescue the child.

Building the two extra warships will complete a bonus quest.

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If you are ready, select the *Swordfish*, the *Babira* and the *Pele* (your new pirate ship). Once they are all selected, press **[Ctrl] + [1]** to assign them to a group. From now on, you can select them all simply by pressing **[1]**. Send your three ships to the north coast of ben Sahid's island, where his four corsairs are waiting. With your three ships selected, choose a corsair and right-click on it to make all of your ships attack that target.



Since some of your ships are faster than others, you should make them regroup a short distance from the corsairs before sending them into battle.

TIP

Every time your ships destroy a corsair, right-click on a new one to ensure that all your ships are always on the same target. With all the corsairs destroyed, Hassan ben Sahid will place the lost child in his warehouse at Khor Bedi (where the corsairs were docked). Simply steer the *Babira* near the warehouse, and the child will be loaded on board. Return to your harbor at Guelphdon, unload the child, and bask in your victory over the fourth chapter!



Chapter V: A Storm Breaks Out



You rescued the lost children, but now Guy Forcas has abducted Lord Northburgh! At the same time, Marie d'Artois is threatening to launch the crusade against the Orient. You must somehow convince her to halt her attack and expose the villainy of Guy Forcas and Cardinal Lucius.



Despite the vizier's urgent tone, you can take your time in this level; Marie won't attack right away. Eventually, the vizier wants you to bring him eight tons of leather jerkins for his refugees. But leather jerkins require several buildings to manufacture, and you need to build up your settlement before you can handle that kind of manufacturing cost.

First, send your ship, *Comet*, to the vizier's island to await further instruction. Next, build up your civilization. Demolish the charcoal burner's hut to the west of your houses and rebuild it on the other side of your tool-production facility; this will prevent the coal burner from getting in the way of your housing.

Next, turn off the weapon smithy, rope yard, mill, bakery, and both crop farms. Build a stonemason's hut near the stone deposit

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by the Mountain monastery and another wood mill in the dense forest to the east of your houses.



Build a second marketplace along with a chapel and a few houses to the west of your first marketplace. As you grow this settlement, watch the Needs bars of your patricians, especially the Clothing and Drink bars. If either gets too low, quickly build more cider farms and weaver's huts, even if it temporarily puts your budget in the red.

At this point, Marie d'Artois will attack an island to the west of the vizier's. You should already have a ship waiting off the coast of the vizier's island, so send it over. As soon as your vessel approaches, Marie's ships retreat. The vizier will ask if you can bring date pickers from the island under siege to his warehouse at Shapur el Sheik. Confirm that you can, and then deliver the date pickers to his warehouse.

Now continue developing your settlement at Guelphdon. First, raise taxes on the patricians and the citizens. This will give you fiscal breathing room and will prevent your houses from upgrading too quickly and sucking up resources.



At the southern tip of your island, build a small market building, a weaver's hut, a hemp plantation, and a cider farm. When constructing your weaver's hut, place it within range of your new small market building and your two existing hemp plantations. Likewise, place your new hemp plantation within range of both your new weaver's hut and your old one. Next, build your new cider farm in whatever space is available.

Lay cobblestone roads among your most important production facilities, and upgrade all of your small market buildings to medium market buildings. Upgrading a small market building to medium costs only 200 gold coins, 3 tons of wood, 1 ton of tools, and 3 tons of stone; it's worth every log, rock, and gold coin. An upgrade adds a trade cart to a market building, which effectively doubles the rate at which it can collect resources. With your extra clothing and cider, you should have enough resources to build houses in earnest. When adding houses, build them between your old residential area and your new one to take advantage of overlapping churches, taverns, and chapels.

Once you've built several houses; have plenty of clothing and cider; and have good stockpiles of stone, tools, and wood, lower the taxes on your patricians and citizens and accelerate the flow

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of time. Watch your resources and your Need levels carefully; if the housing boom wipes out a resource, quickly halt ascension rights. If a Need bar begins to slide, raise taxes again and build a structure for the needed resource. Also, if your budget is in the red when you lower taxes, then you haven't built enough houses.



Once you have about 950 nobles in your settlement, raise taxes on nobles and citizens to the yellow zone. You should have a great budget balance.



Around this time, the vizier tells you to begin producing leather at the island to the northeast. Load the *Hermes* with 40 tons of wood, 40 tons of tools, and 40 tons of stone, and send it northeast. You will quickly encounter an uninhabited island. The most important object on this island is the brine deposit on the north coast, so build your warehouse next to it on the shore.



Even Marie's warehouse is on the brink of war.

The vizier will inform you that he has written a report on Guy Forcas's child trafficking and that he wants you to deliver it to Marie d'Artois. Your ship, *Comet*, should be near his island, so send it to his warehouse and pick up the report. Next, send the *Comet* north to Marie's warehouse.

In the meantime, return to your small northeastern island. Open the Nobles tab in your Construction menu and select "Salt Mine." Place it on top of the salt deposit. Next, select "Salt Works" from the Nobles tab and place it close to your warehouse, keeping it in range of the salt mine. Connect the saltworks to the warehouse by a road.

Give Marie d'Artois the vizier's report. She won't be impressed by its contents, and the vizier will despair before telling you of a suspicious wreck west of his island. Send the *Comet* to investigate the area, and return to your salt mine island.

Now, build a charcoal burner's hut in the trees near your saltworks and connect the two with a road.

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By now, the *Comet* should have reached the small island chain that houses the wreck. A few of Guy Forcas's ships are milling about the area, but don't worry—they'll withdraw as soon as you approach. Floating in the water is a captain's logbook; grab it with the *Comet*. The vizier will tell you to deliver it to the Centre of Wisdom, which is on the island of Ibn al Hakim.



Ibn al Hakim

A peaceful scholar, Ibn al Hakim will aid you in your quest to reveal the treachery of Guy Forcas, as long as you protect his island.

Give al Hakim the logbook. He will tell you he needs time to decipher its contents. Leave the *Comet* where it is, and return your attention to the salt island, Roseyard.

Now that you have a functioning saltworks, you need to place a small market building, a pig farm, and a tannery. First, place your small market building right beneath the salt mine. Next, put your pig farm next to the small market building in the open area created by the bend in the river. Make sure you have enough space to place four pig pens. Finally, place your tannery on the rocky patch of river just west of the salt mine. Connect your tannery to your small market building with a road.



Congratulations, you are now creating leather jerkins! Once you store the 8 tons of leather jerkins for the vizier, turn everything off: the salt mine, the tannery, the pig farm, the charcoal burner, and the saltworks. The vizier will advise you to set up a trade route to deliver jerkins to your main island, but you're better off shutting everything down and lowering your overhead. You should have some tools and wood left over at your warehouse; load these on your boat, the *Hermes*, along with the leather jerkins. Send the *Hermes* to your warehouse at Guelphdon. You want at least 40 tons of wood and 40 tons of tools on the ship, along with the leather jerkins. Now send the *Hermes* to the vizier's warehouse to drop off the leather.



Next, the vizier asks you for ten tons of dates and ten tons of milk. He gives you the island Dar el Marisi and asks you to establish a settlement. Dar el Marisi is the island

Marie d'Artois was attacking earlier in this chapter, and it is west

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of the vizier's island. Send the *Hermes* to Dar el Marisi, but don't wait for your ship to get there: Immediately focus your camera on the island and turn off all four of the date plantations; each one has an exorbitant maintenance cost that is already putting a serious drain on your finances.

Looking at the island, you will see a derelict settlement on the west side, four date plantations in the middle, and a warehouse on the shore. Send the *Hermes* to this warehouse and have it unload all of its wood and tools; then demolish the two date plantations on the river's east side. Also demolish their fields.

Once you've unloaded 40 tons of wood and tools from the *Hermes* to the Dar el Marisi warehouse, place a small noria in the midst of the two remaining date plantations and the Oriental market building. Once fertile soil has spread over the two date plantations, you can turn them back on.



One of the date plantations has only two fields. Once you've fertilized its soil, tell it to place more date fields.

TIP

Next, build your bazaar in the open square between the roadways on the island's west side. Now accelerate time and nomads will begin settling into the derelict houses around your bazaar.

The vizier congratulates you on your settlement and asks you to build three small warships to help defend his people. Do not do this yet.



After you finish building three small warships, Marie d'Artois will launch an attack on the Centre of Wisdom. If you engage her there, she will send her own fleet of small warships to destroy all your trade ships. Do not build three small warships until you are ready to tangle with Marie.

CAUTION



While you wait for more nomads to pour into your settlement, which is now named Kuhrang, you can build a goat farm on the east side of your island. Put down a small noria in the middle of the sandbar, and then build an Oriental marketplace at the fork in the road.



Since you will do a lot of work on Kuhrang, you should set up a trade route for the *Hermes* to bring wood and tools from Guelphdon.

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Once your new *noria* fertilizes the area, build a goat farm, set down its goat pens, and connect it to the Oriental market building with a road. By now, all the derelict houses should be upgraded to nomad houses. The vizier will place a Noble Appreciation in your warehouse strongbox at Kuhrang for restoring the settlement. Once you have ten tons of milk and ten tons of dates, have the *Comet* come pick them up, as well as the Noble Appreciation, and deliver everything to the vizier.



After you deliver ten tons of milk to the vizier, you can demolish your goat farm; your nomads won't need milk during the course of this chapter.

TIP



At this point, Ibn al Hakim tells you he needs five tons of paper and five tons of indigo to transcribe the logbook you gave him. You will also get the diplomatic

designation "Guest of the Bedouins," which grants access to the second tier of nomadic structures. The vizier tells you to build a paper mill.

Put your wood and tools trade route on hold; instead, have the *Hermes* pick up 40 tons of stone from Guelphdon and ship them to Kuhrang. In the meantime, you will need at least 295 nomads in your settlement, so build a few more houses. Once your ship arrives with the stone, deliver it to your warehouse and return it to the wood and tools trade route. Now it's time to build a paper mill.

The paper mill can be found in the Nobles tab of your Construction menu; place it on either of the rocky patches of river at Kuhrang. Place your paper mill down on a patch of river, and connect it to one of your Oriental market buildings with a road.

Next, open the Nomads tab of your Construction menu and select the indigo farm. Set it down in the nice, fertilized patch on the east side of your island, near your Oriental market building. Lay down your indigo fields, and connect the farm to your market building with a road. Build more nomad houses while you stockpile indigo and paper. Once you have five tons of each, deliver them to the Centre of Wisdom.



Once you deliver your five tons of paper and indigo to Ibn al Hakim, destroy the paper mill at Kuhrang.

TIP



According to the logbook, there are two shipwrecks that might contain compelling information about Forcas's slaving practices. One of these is south of the Centre of Wisdom, and the other

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is south of Guelphdon. Send the *Comet* to the area south of Guelphdon, where you will find a windswept desert island.

As you approach, Forcas's forces flee. On the shore, you see a wrecked ship with an arrow pointing to it; click the shipwreck. The vizier will congratulate you, then tell you to comb the island for lost cargo. The cargo is visible on the sand; there are five pieces total, and each piece looks like a small brown square. Simply left-click each piece of cargo to collect it. You will find an experienced weapon smith, 44 tons of weapons, and a copper key. Send the *Comet* to Guelphdon and drop off the key, the weapons, and the smith. Then send the vessel south of the Centre of Wisdom.



You will encounter several Forcas warships at the reef with the shipwreck; though they won't attack, they won't retreat either. Sail close to the shipwreck and left-click on it. The vizier concludes that you need a large fleet to drive Forcas's forces away from the reef. The vizier says he will make powerful warships if you bring him ten tons of war machines. He also mentions that he is worried about goatherds on one of his southern islands and asks you to check on them.



If you approach the southern goatherd island, you will be forced to fight Marie d'Artois. This will put you at war. Do not do this unless you have already constructed at least four small warships.

CAUTION

At this point, your only option is to build small warships. This costs a lot of money, so raise everyone's taxes to the yellow zone, including your nomads. Next, reactivate your weapon smithy and your rope yard. Build a second weapon smithy right next to your first, and build a second rope yard near the weaver's hut at the south end of your main island.

While you wait for rope and weapons to accumulate, build a repair crane and a harbor defense tower next to your warehouse in Kuhrang; you will need these later. You should also turn off your indigo farm and suspend the trade route that delivers wood and tools from Guelphdon to Kuhrang.

Small warships cost 2,000 gold coins, 30 tons of wood, 30 tons of rope, and 20 tons of weapons and have a maintenance fee of 30 gold coins. It takes a long time to accumulate the materials you need to produce four of them, but you can save time by creating a queue at your boatyard. Click the small Warship button four times, and the boatyard will produce your vessels as soon as it has the necessary resources.



As soon as you finish your third small warship, Marie will attack the Centre of Wisdom. Preemptively send the *Comet* and two small warships there.

CAUTION

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While you wait for your final small warships to hit the water, build one or two harbor defense towers on the harbor in Guelphdon. You can extend the

tower out into the water to give it more range and to provide better cover for your ships and buildings. Finally, before you produce your third ship, bring in all of your trade ships and park them near your defense tower. To compensate for temporarily losing your spice income, activate your bakery, mill, and crop farms. When the third warship is completed, send it to the Centre of Wisdom as well, but keep the fourth small warship behind to defend your trade ships.

The vizier congratulates you on completing your three small warships, while Ibn al Hakim worries aloud that Marie may attack him. Sure enough, one of her small warships is already on its way to his island.

When the enemy ship arrives at the Centre of Wisdom, have all three of your ships fire on it. You will quickly destroy it, and Marie will declare war on you. She will send two more waves of ships to attack the Centre.



If any of your ships are damaged defending the Centre of Wisdom, send them to your repair crane at Kuhrang.

TIP

When you destroy the waves of ships, collect the cargo they drop into the water. When you destroy the third wave, you will

receive a Princely Attention from Ibn al Hakim. Take it to the vizier, and he will name you the “Sheik’s Ally,” which grants you access to the third tier of nomad buildings.



Aside from the three waves of warships, Marie also has three small warships patrolling your likely trade routes. In the event that this patrol has not already attacked

your harbor at Guelphdon and been destroyed, you need to deal with them. Try to engage them with at least four ships, and lure them toward one of your defense towers. Once you’ve defeated the three-ship patrol, send your warships south to look after the goatherd’s island. Marie has two ships stationed there, but they retreat quickly after you’ve damaged them.

Once Marie’s ships have fled, a goatherd will be stored aboard one of your ships; deliver him to the vizier’s warehouse. From here on, you will need three small trade ships, so build vessels until you have three.

Once you have three small trading ships, turn off your rope yards and your weapon smithies. Station two of your fighting ships just off the east coast of Kuhrang, and place the other two slightly northwest of Guelphdon so they can intercept any enemy ships. Next, resume your spice-trading route. Just open the Routing page, select the spice route, and choose a ship to make the run.

The next thing you need to do is bring your settlement at Guelphdon to the next level. First, focus on bringing your population of patricians up to 1,190; this will help pay for everything else you need to do. Set all your taxes as low as they will

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go. This may put your budget in the red, but it won't be there for long. Build houses and keep an eye on the patricians' needs. If any of them dip into the red, you know what to do.



As your population nears 1,100 patricians, you may begin running low on cider. Instead of building a new cider farm, brew beer instead. Beer requires two different types of fields: crop farms and monastery gardens. To get a good beer supply flowing, set down two breweries and accompany each with a nearby monastery garden and a crop farm.



The monastery brewery and the monastery garden do not need to be placed near a monastery.

NOTE

Your patricians should now have plenty to drink, so that means it's time to clothe them. Go to Roseyard, your salt island, and turn on your leather-jerkin-production facility. While you're at Roseyard, build a small market building and two woodjack huts near the unused rocky patch of river. Then place a new paper mill there. Establish a trade route that will port leather jerkins and paper to Guelphdon.



Next, you need to make books. First, build a quartz mine on Kuhrang, then set up a trade route that will carry quartz and indigo from Kuhrang to Guelphdon.

Now look at Guelphdon. Demolish one of your woodjack huts and replace it with a forest glassworks. Next, build a glass smelter near the forest glassworks. Once you have ten tons of glass, you can build a printing press. Place the printing press near the market building that is connected to your forest glassworks. Now you are making books. With books, beer, and leather jerkins out of the way, check your patricians to see what needs remain.

If you have more than 1,200 patricians, you may be running low on spice. However, getting more isn't as simple as just plopping down a couple extra spice farms. First, buy spice seeds from the vizier for 100 honor points at his warehouse; then take the seeds to Kuhrang and load them on the warehouse there. Next, select the Kuhrang warehouse and you'll see the spice seeds in one of the Action slots. Left-click the seeds and then confirm that you wish to activate them. You can now grow spice on Kuhrang. Plant a couple farms and add spice to the trade route that's already carrying quartz and indigo to Guelphdon.

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When all your need levels are green, open the Patricians tab of the Construction menu and select the debtor's prison. This structure requires 7,000 gold coins,

20 tons of wood, 30 tons of tools, 60 tons of stone, and 24 tons of glass. When you have the resources and are ready to take your Population to the next level, place the debtor's prison where its area-of-effect will cover the most patrician houses; then lower your taxes if necessary to ensure your patricians can upgrade to nobles.



It's okay if all of your patricians' bars aren't completely full. The transition from patricians to nobles is relatively gentle.

NOTE



Once you place the debtor's prison, it should attract your first nobles in only a few minutes. As you can see, the only difference

in needs between a noble and a patrician is that nobles require meat in addition to fish, spices, and bread..

Take a moment to bask in the glow of progress, and then get back to work! Demolish both of your weapon smithies and replace them with two war machine workshops. These require 3,000 gold coins, 3 tons of wood, 5 tons of tools, 10 tons of stone, and 8 tons of glass each, so it may take you a minute to gather those resources after setting down the debtor's prison.

You're going to build ten tons of war machines for the vizier, and you want to construct another 24 tons beyond that for additional boats. So, crank up your rope production with another rope yard or two, and raise everyone's taxes. By the time you've placed the second war machine workshop, you should already have 10 tons of war machines in your warehouse. Load these on a boat and deliver them to the vizier's boathouse.



The vizier's boathouse is on the southern end of the same harbor as his warehouse. It has an arrow pointing to it.

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Once you deliver ten tons of war machines to the vizier, he will craft five large Oriental warships, but these are not for you. However, for every four tons of war machines you bring him from here on, he will make you a large warship of your own. Each large Oriental warship will have a maintenance fee of 60 gold coins, and you're going to buy six of them, so take into account how this will affect your finances. It's okay to go into the red at this point, because you are near the chapter's end, and you should have a massive amount of money saved.

Load 24 tons of war machines onto a boat and send it to the vizier's boat shop. Buy six large Oriental warships. The vizier will keep offering to sell them to you until you don't have any war machines left on your boat, so keep accepting his offer every time he asks.

Now you have six serious warships. Select them all, and press **[Ctrl] + [1]** to put them in a group. Now you can simply press **[1]** to select them all. Next, select your flagship, the *Comet*, and all of your small warships and make them a second group. Gather all of your fighting ships near the Centre of Wisdom. Also, at this point, you should track down the copper key you found earlier. You don't need to put it on a boat yet; just make sure you know which strongbox it is in. It is probably at Guelphdon, unless you took it elsewhere.



You should have six large warships and four smaller ones—a formidable fleet. The reef with all of Guy Forcas's ships is to the south. You want to approach it from the north and

fight conservatively; use a small warship to pull enemy ships to

your group, rather than rushing right into the middle of them. If you lose a small warship, you don't need to replace it. If you lose a large Oriental warship, trade in four more tons of tools for another. As you defeat Forcas's warships, some will drop valuable items and power-ups into the water—collect them!

Ships and Power-ups

If you select a ship, you will see two different types of spaces in its corresponding window: storage spaces and action spaces. Storage spaces are where you put resources; action spaces are where you put power-ups. Power-ups offer varying boosts to a single ship's stats. You can acquire them by sinking an enemy ship that has a power-up equipped or by buying them with honor points from other players' warehouses. If you load a power-up onto a warship that has an open action space, the power-up will automatically be placed in that slot.

As soon as you defeat Forcas's fleet, the strongbox will drop into the water near the shipwreck. Collect it, and then send all your ships to your warehouse at Kuhrang. Have your damaged ships repaired at the crane, and make sure the *Comet* has the strongbox in its hold. Next, send the *Comet* to Guelphdon to pick up the copper key. Then, take both the key and the strongbox to the vizier's warehouse.

Upon receiving the strongbox and the copper key, the vizier will give you the Corsair Treaty; this is a document that proves Guy Forcas's involvement with child slavers. All you need to do is deliver it to Marie d'Artois, and she'll surely see the light. But, wait—Brother Hilarius reminds you that you are at war with Marie and that she'll blow your boat to pieces if you approach her harbor without a white flag. Fortunately, Hilarius has one,

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and he's willing to give it to you. Send the *Comet* to Guelphdon. While the ship is in transit, left-click on Brother Hilarius's Mountain monastery. He will ask if you want the white flag; say yes and he puts it in the strongbox of your warehouse.

Load the white flag onto the *Comet*. If the *Comet* already has a free Action slot, the white flag will be placed there automatically. If not, remove one of your power-ups to make room for the white flag. With the flag equipped, left-click it and then hit the Confirm button. The *Comet* is now sailing the white flag and can enter Marie's harbor without coming under fire. But before you send the ship in there, you need to prepare for the coming battle with Forcas.



Send all of your warships to the southwest coast of the uninhabited island that is east of Marie's island. Now send the *Comet* to Marie's warehouse and deliver the Corsair Treaty. Upon reading it, Marie realizes that Guy Forcas is an evil child slaver and calls off her involvement in the crusade. She joins your side and immediately comes under attack from Guy Forcas. Her fleet will flee her harbor, right toward your waiting warships. You will see their color on your minimap change from white to yellow,

so select them all and make them one of your groups. A small fleet of Forcas's ships will pursue your new ships, so destroy them with the combined might of your entire fleet. Next, another Forcas fleet will depart from the southern end of Marie's harbor. Destroy this fleet as well.

Now all that remains is to clean up Forcas's ships at Marie's harbor. Take your time and pick them off just like you did at the reef earlier. When the final ship is destroyed, Chapter V will end and so will the crusade. But the game is far from over!



Chapter VI: Caught in a Trap



You have defeated Guy Forcas and have taken refuge with Marie d'Artois on her island, Edenisle. But she is in no condition to fight, and Cardinal Lucius is on his way to finish you off. Prepare the city's defenses; you must hold the keep at all costs!

Compared to the challenge of the previous level, this stage is a welcome relief. You don't have to balance the budget or manage resources; Marie can handle all that herself. Your job is to place encampments and defend the city.



Time is of the essence, so pause the game when referring to this guide.

TIP



The new feature in this level is the encampment, which is an army camp. After you place the camp, its army can attack targets within a certain range. You produce them from

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the keep, which is the tall structure on the north side of Marie's town. You can select small military camps, large military camps, and trebuchet positions.

Before you do anything else, put the game speed on slow by opening the Control menu, then the Action Archive, and then click "slow game down." Next, turn off ascension rights, then raise the taxes on all of your houses to yellow. At noble and patrician houses, turn off bread, beer, and jerkins.



Now click on your keep and select a large camp. Place it near the harbor beach at the southern end of Edenisle. Next, look to the castle on the mountaintop just outside of town, to the west; if you click on it, Barnabas will declare that he would like to join your fight against Cardinal Lucius, but first you need to build a road to his gates.



Barnabas

Old and scarred by his many battles, Barnabas is a ferocious friend. As Marie's old battle instructor, he will join her in the fight against Cardinal Lucius.

Now you can select a camp of robber barons. Place them next to your large military camp. Look at the south shore of Marie's island. There is a harbor on one shore and several fishing huts on the other. Those fishing huts are where Lucius's forces will land, so they need to go. On the north side of Marie's island, behind the keep, is another shore that will never come under attack. Build three fishing huts and a small market building there, and then demolish the three fishing huts to the south.



Just north of the shore are the cider farms. When Lucius's forces arrive, those will limit your mobility, so move them north. Build four cider farms and a market building closer to town, and then destroy the ones near your harbor. Marie won't let you destroy the market building they were attached to, so just leave it. Lucius's troops will take care of that soon enough.

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Next, scroll up to the island's northeast corner, where Marie has all of her iron-production lines. Among the weapon smithies and glass smelters is a provision house. This creates provisions, which heal military camps. You can buy provisions in three tonnages; each size requires different resources. The 5-ton package costs 15 tons of cider, fish, and linen clothing. The 10-ton package costs 15 tons of bread, 15 tons of beer, and 15 leather jerkins. The large package costs 10 tons of meat, wine, and fur coats. Since you've already turned off beer, jerkins, and bread for your nobles and patricians, you should have no trouble creating the 10-ton provision packs. Queue up three now.

On the island's west side is a stone deposit. Build a small market building, a stone mason's hut, and a woodjack's hut there. Just to the west is another small market building that isn't collecting goods from anything; attach a woodjack's hut to it and upgrade it to medium. Next, build two war machine workshops on the road between the woodjack hut and the market building.

When you are able to select another camp, go to your keep and choose a large military camp, then send it south to the shore.



You eventually want a force of three large military camps and three trebuchet positions at your southern shore.

NOTE

Around this time, Marie tells you to complete the wall encircling her town. Finish the wall whenever you have spare stone and time. When you complete the wall, Marie asks you to build three additional watchtowers. You don't have to build all three, but you should definitely build at least one toward the southern end of the east wall.



Mining units are only visible to watchtowers and military camps. So if your town is under attack but you cannot see your attacker, you're dealing with miners.

NOTE

When you next have a chance to order a camp from your keep, order a trebuchet encampment and send it to the south shore. Send your flagship, the *Pegasus*, to the west coast of the island southeast of your own. This island is called Fingal.



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Do not send your ships to the east coast of Fingal; that's where Lucius's forces are.

CAUTION

When your boat arrives, Fingal's peasants will ask you to evacuate them to your island. Do this. When the *Pegasus* reaches your warehouse, the peasants will unload. Next, send the *Pegasus* to the fishing huts on your island's north side.

You are nearly ready for battle. You should have three large military camps, a trebuchet position, and a clear field to fight in. Now to place your camps. You want to spread your forces so they're slightly north of the market building that used to be surrounded by cider farms. You also want to spread them from east to west so that their green areas of influence create a green wall that spreads from the hemp plantations in the west to the rocks in the east. If there is a gap in that wall, the enemy can move through without fighting your forces and can attack your town directly. To move a camp, simply click the Foot button in its Action window and tell it where to go. To see what a camp's circle of influence is, simply click the camp.

Let's Go Camping!



On a given camp's window, there are three small buttons. These allow you to toggle Provisions, Assistance, and Attitude. Toggling Provisions on and off affects whether or not a camp has

access to provisions. Toggling Assistance dictates whether the

forces at that particular camp will defend an ally that is under attack. And toggling Attitude will either tell your camp to attack any enemy in range or fight only in self-defense.

In general, a camp is a building with an army inside it. If you tell the camp to attack, the army leaves the camp and attacks the target. If that army sustains damage, then that damage is reflected in the camp's Life bar, even if nothing is attacking the camp directly.



Camps can also assist each other. If an enemy army is attacking one of your camps, you can send an army from another camp to assist. The damage done by the enemies will be split between the target structure and the troops that are assisting it. Meanwhile, the assisting troops will damage and possibly annihilate the enemy. Assistance is the most important role of military camps.

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Two of the most important buttons on a camp's Action bar, Attack and Assist, can be handled with the right mouse button. Simply right-click on a friendly camp to assist it, and right-click on an enemy to attack it.

TIP

Military camps can also attack enemy structures and camps directly, but this tends to put them in range of the full force of an enemy's assault. This is where trebuchet positions come into play; they have no armies to speak of but can launch damaging projectiles at enemy camps and structures without putting themselves in harm's way. So focus on having your trebuchets bombard your enemies and having your camps defend your trebuchets.



Place your trebuchet positions just north of the medium market building that used to be surrounded by cider farms. You should also place two fortified towers there when you have the resources. Everything else should fan out east and west from there.



When the timer finishes counting down, you should have three large military camps, two trebuchet positions, and two fortified towers. Lucius will send his first wave of forces at you. They will instantly erect a castle on your shore where the fishing huts used to be. The castle hits very hard and can take a lot of damage, but it cannot advance. Do not attack it with any of your forces, and try to keep your troops out of its firing range. You can see the castle's firing range by selecting it; its range is the thin red circular line.



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Liquidate the buildings at your southern harbor. Lucius's ships will eventually destroy them.

TIP

Lucius's first wave consists of two small military camps; they will immediately attack the small market building just off your shore. Have your trebuchets and towers fire on any camp within range, and have all your military camps assist whichever of your structures comes under siege from Lucius's two small armies. It will probably be the trebuchet positions.

Don't position your camps and trebuchets too far in front of your towers. You want to draw your enemies into tower range.

NOTE

There isn't much to do between the first wave and the second. Create more provisions if you can, and turn off the provision intake of less damaged camps if there is one in particular you are trying to heal. The second wave is just three small war camps and shouldn't be any trouble.

If your trebuchet positions are out of a target's range, move them closer with the Movement button. Just don't move them within range of the castle, and remember that it will take a minute for them to set up their camp after you've ordered them to relocate.

TIP

While you are fighting off the three small war camps, Lucius's ships will destroy the warehouse on your southern shore. Marie

d'Artois tells you to build a warehouse on the northern shore so that her settlement can continue to receive resources. Do this right away. When you have the resources available, create a small war camp and station it just outside of town on the island's east side.



With the second wave defeated, Marie d'Artois says that there are reports of spies in the gated part of town. You have five minutes to find the three of them. They are easy to spot, as they're outlined in bright blue and skulk around suspiciously. The blue outline doesn't shine through buildings, though, so if you can't find any spies, try rotating the camera for a different angle. Barnabas interrogates the spies and discovers that miners are near your city and are preparing to tunnel through the walls and blow up the keep. Barnabas reveals them; they are just outside your town to the east. Have your small military camp attack the miners, then send them to the south shore.

The third wave begins with just three more small military encampments, but the fourth wave arrives before the third is finished and includes a large military camp, two trebuchet positions, and a small military camp.

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As you battle the fourth wave, Marie will tell you to contact the vizier and ask for aid using a map she placed in your strongbox. Immediately have one of your ships get the map out of the strongbox in your northern warehouse. The map will go to the ship's Action slot. Left-click it and confirm your choice to send the ship in search of the vizier.

As you wear down the fourth wave, the fifth will arrive. As long as you kept your towers and trebuchets firing on their camps and kept your own camps assisting your trebuchets, you should still have a strong force. Just keep ordering provisions; you've nearly won!



At this point, you may be able to afford an additional four or five fortified towers. You don't need them, but they're fun to throw into the fray.

NOTE

The vizier tells you he's gotten your message; this begins a ten-minute countdown until his fleet arrives. You should have no trouble holding out for his arrival, as long as you sent your ship away the moment Marie put the map in your strongbox.

As soon as the vizier's ship arrives in your northern port, click on it and he will offer to evacuate your settlement to his islands. Say yes, and wave farewell to Chapter VI!

Chapter VII: The Man with the Mask



With the vizier's help, you have escaped Cardinal Lucius's clutches and fled to an Oriental island chain where the emperor is rumored to be convalescing! Meanwhile, Marie has returned to your homeland for a showdown with Cardinal Lucius...

After the stress of fighting for your life, Chapter VII is a refreshing change of pace. In this level you'll build an Oriental settlement and complete several quests at a casual pace.

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You don't have to wait for your noria to spread before setting down your plantation.

TIP

The vizier immediately informs you that the emperor is in the area and requests that you obtain an audience with him. But first, build a small noria and a date plantation near your nomad settlement. While your noria spreads to encompass your farm, load six tons of wood and four tons of tools onto your ship, the *Tornado*, and send it north. Build four nomad houses.



Hildegard von Lewenstein

When your ship arrives at the emperor's isle, Abbess Hildegard von Lewenstein informs you that the emperor is upon his deathbed and will receive only family. Speaking of which, she says she has heard rumors that Lord Northburgh is being held somewhere nearby. The abbess tells you to seek out Izmir the alchemist, Hekata the witch, and Al Rashid the assassin.

While you are here, notice that you can buy Noble Appreciations and Princely Attentions from the Earlbury warehouse for 50 and 150 honor points, respectively. Purchase a Noble Appreciation.



Hekata

Hekata is a batty old witch who aids your mission with magic, as long as you can provide her with the reagents for her spells.



You can buy Noble Appreciations and Princely Attentions at this warehouse.



Send your ship northwest. When it encounters Witchmarsh, build a warehouse and connect it to Hekata's gate with a road. The island is now

called Sheepbridge. Hekata says she will help you for five tons of milk. Next, send the *Tornado* northeast of your own island to Roseyard. Don't forget to unload back onto your ship the tools and wood from the warehouse you just constructed at Sheepbridge.

While the *Tornado* is in transit, the vizier suggests that you build a goat farm to produce Hekata's milk. First, build an Oriental market building north of your settlement near the quartz deposit. This will allow you to build a road to Izmir's gate.

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Izmir

Izmir is a clever alchemist who will aid your quest with his invaluable concoctions.



Once the *Tornado* arrives at Roseyard, build a warehouse on its shore and connect it via a road to Al Rashid's gate. Now return your ship to your own warehouse and

build a few nomad houses. Before you run out of wood, build a woodjack hut among the palm trees near Izmir's tower. If you run out of tools, you can buy them from the vizier at his warehouse. You should build a second woodjack hut in the thick trees west of Izmir's tower and a market building to go with it.



Al Rashid

This mysterious assassin has little to say. What, or rather who, is he hiding?

Once you have a positive cash balance and over 300 nomads, set their taxes to yellow, turn off their milk intake, and build a goat farm near your date plantation. When you do, the vizier will grant you a new ship! Stockpile five tons of milk, load them on a boat, and send it to Hekata's island. Turn off your goat farm.

Load the milk from your boat to the warehouse at Sheepbridge, and click on Hekata's house. Hekata greedily takes the milk and gives you an encrypted message in a bottle from Lord Northburgh. The abbess tells you to take the message to Izmir on your island. The message is in the strongbox of the Sheepbridge warehouse; load it into your boat and deliver it to the warehouse on your main island, Diyah.



Once you've unloaded the letter, click on Izmir's tower and let him look at the bottle. Izmir easily decodes the message, which says Lord Northburgh is being held in Al Rashid's

assassin fortress. To get inside, the abbess says you will need a map. To create a map, the vizier notes that you will need six tons of indigo and five tons of paper. It's a big map. You can immediately buy the five tons of paper from the vizier's warehouse.



You need indigo to map the assassins' island.

TIP

In order to grow indigo, you first need to present a Noble Appreciation to the vizier. If you haven't done this already, go buy one from the warehouse at the abbess's island and present

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it to the vizier. You can now grow silk and indigo and can manufacture carpets. Plant your indigo farm right next to your dormant goat farm. While you await your indigo, build a few nomad houses.



Keep an eye on your nomads' food levels; if it gets low, destroy the goat farm and replace it with a date plantation.

CAUTION

Once you acquire six tons of indigo, load it onto the same boat that holds your five tons of paper and sail to the assassins' island (located to the northeast of your island). Turn off your indigo farm. When your ship maps the assassins' island, bring it to the abbess's warehouse at Earlbury.

While you wait, load 30 tons of wood and 20 tons of tools onto your other ship and send it to the map's west side. If you don't have enough tools, buy them from the vizier. In the west, you will encounter a large desert island; build a warehouse on its eastern shore.



This is the perfect place to farm silk.

When you present the map to the abbess, she will fret about how to bypass the assassin fort's defenses and will provide you with a Princely Attention. The vizier says that miners could rescue Lord Northburgh but that you will need at least 120 envoys (the nomad equivalent of patricians) in your settlement on Diyah.



A silk farm complete with market building and noria.

Deliver the Princely Attention to the vizier, and return your focus to your new island, Frowstham, in the west. Build an Oriental market, a small noria, and a silk plantation. Set up a trade route with one of your ships to carry silk from Frowstham to Diyah.



Focus on Diyah, and turn on your goat and indigo farms. Build a carpet workshop on the road between your wood mill and Oriental market building. Now you

want to build a mosque, but this costs 20 tons of mosaic tile. Go buy the 20 tons of mosaic from the vizier's warehouse.

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Don't place buildings too close to your wood mill, or you will reduce the number of trees it can harvest, decreasing its productivity.

CAUTION

With the 20 tons of mosaic, you should have the 3,500 gold coins, 15 tons of wood, 10 tons of tools, and 20 tons of mosaic you need for the mosque. Place it near your marketplace, where it can influence as many buildings as possible. Also, keep in mind that you need at least 440 nomads to access the third-tier buildings and to become eligible for envoys.



Next, build a new Oriental market building, a small noria, date plantations, and a goat farm north of the river that runs through your island. When you set your taxes to green to attract envoys, you will also attract a larger population. You should meet their demands preemptively.



Now you just need mosaic so that your nomads can upgrade their homes. Build a quartz quarry near the quartz deposit, and attach it to the nearby market

building with a road. Next, build a clay pit along the same road.

Finally, build your mosaic workshop at the facility north of the river, since it is only burdened with two other production plants.

Now that you're producing mosaic and have fulfilled your nomads' needs, you can set their taxes to the green zone and begin to draw envoys.

Upgrading a nomad house to an envoy house requires one wood, one tool, and four mosaic, so if you are low on tools, buy more from the vizier. You can also buy mosaic tons to accelerate the upgrade process.

TIP



When your first envoys settle, the vizier congratulates you before suggesting that you build coffee plantations for your envoys. You do not need to do this. Once you upgrade about seven houses and have at least 120 envoys, the vizier tells you he has assembled the squad of miners, which he places on your beach. Return your nomads' taxes to yellow. The vizier tells you to send the miners to the assassins' island, where they will rescue Lord Northburgh.

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Lord Northburgh is somewhere in this tower.

the transport boat and an additional ship to the shore of the assassins' island. When it arrives, click the flashing Castle button on the boat's window, and place the castle on the shore. Your miners will automatically station themselves on the beach. Now simply select the miners, and right-click on the tower with the flashing arrow to begin Lord Northburgh's rescue!

Speed up time, and the miners will quickly rescue Lord Northburgh. Once Northburgh is free, the vizier will cheer your efforts.



This warehouse will deliver Lord Northburgh to freedom.

First, click on the squad of miners. Now click on the Move icon, and send them into the water near your warehouse. They will automatically board themselves on a small transport boat. Send

Next, demolish the warehouse you have on the island. The vizier will then tell you to convert your castle into a warehouse; do this. Lord Northburgh will be deposited in the strongbox of the new warehouse.



Don't forget to connect your new warehouse to the road that leads to the assassins' gates.

TIP



The Emperor

Load Lord Northburgh onto your boat and send him to Earlbury to meet the emperor. When he arrives, Lord Northburgh will seek an audience, only to be told that the emperor is near death. When the emperor receives Lord Northburgh, he appears onscreen. His face is a mask of suffering and illness. But all hope is not lost—Lord Northburgh has heard of a cure and asks you to send a note to Hekata's island asking for assistance.



Repay this merchant's treachery with cannon fire.

As the ship with the note approaches the witch's island, break your other ship out of its trade route and send it to the island as well; you will be shooting down a merchant ship. As soon as you deliver

the letter to Hekata, she will inform you that the merchant ship fled with the recipe for "Essence of Life." Have both of your ships fire on and destroy the merchant ship, which is traveling southwest away from the witch island; then pick up the cargo

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that it drops into the water. Bring the recipe to Hekata with one ship, and have the other return to the silk trading route.

When Hekata receives the recipe, she tells you she needs a black pearl and a vial with the four juices. The vizier tells you the black pearl can be found on an island with two elephant skeletons and a ruined tower. That tower just happens to be on your main island! Izmir says he can make the four juices with one ton of iron ore, one ton of gold ore, and one silver bar.

Phillipe Lamour says he will give you the silver bar if you can supply him with some volunteers for Marie's battle against Cardinal Lucius.



Have your miners pluck the black pearl from this ruined tower.

First, send your miners to the shore of your island and have them camp near the ruined tower. When they set up their camp, select them and right-click the ruined tower; they will quickly excavate the black pearl.

Next, buy your tons of iron and gold ore from the warehouse at Earlbury. And, finally, you need a population of 500 envoys and 300 nomads to supply Phillipe Lamour with his volunteers; in exchange, he gives you a silver bar. Build houses until your

Population is over 800, and keep an eye on your settlement's needs.



Once your city reaches this size, you're bound to find volunteers.

Once you have 500 envoys and 300 nomads, Phillipe Lamour asks for his volunteers. Give them to him, and he will put the bar of silver in your warehouse. If the tons of gold and iron ore are already there as well, then Izmir will immediately craft the vial with the four juices. Load the vial and the black pearl onto your boat, and send it to Hekata's island. Unload the pearl and the vial, click the witch hut, and give Hekata the ingredients. She puts the Essence of Life in your strongbox. Load it onto your ship, and deliver it to the emperor's island. Lord Northburgh takes the Essence of Life, gives it to the emperor, and brings Chapter VII to a close.

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Chapter VIII: Pillars of Justice



You've returned to your homeland to challenge Cardinal Lucius and restore order to the empire. But he's already destroyed your island! Marie d'Artois fights the

good fight, but her forces are weakening. Meanwhile, Lord Northburgh advises you to help him finish his cathedral at Cathedral City. It might undermine the cardinal's moral authority and shatter the remnants of his fractured sanity.

Don't be fooled by the hour timer in the screen's upper-left corner—time is very short. You must complete three stages of cathedral construction, each before an hour is up. The first stage is already finished; you are on the second stage, which requires 240 tons of wood and 400 tons of tools to complete. However, these stages aren't the same as buildings; you don't get 240 tons of wood and 400 tons of tools and instantly complete the stage. Rather, cathedral production sucks resources out of your stores a little bit at a time.



First, open the Central menu, then the Action archive, and slow down the game. Every second you save now will be well spent later. Next, select your ship, the *Neptune*, and send it south to the vizier's island. This is marked by the small yellow dot in the minimap.



The perfect location for a marketplace.

Next, turn off ascension rights and raise taxes on everyone to yellow. Select a noble house and turn off bread and beer. Now look around town for unused large market buildings. There is one to the northwest near a church, and there are three on the town's east side; demolish all of them. Next, look to the southern corner of your settlement, where you should see several derelict houses and an open lot that is perfect for a marketplace. Put a marketplace there. Look farther south to find two wheat fields, a

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bakery, and a mill; make sure you have at least 20 tons of bread in storage, then destroy the bakery, mill, and fields.

Look to the island in the north, Carlingham. Demolish every brewery, herb field, and crop farm.



Return to Cathedral City and set your peasants' taxes to green; this will make peasants move into the derelict houses. Now look east of town to find several woodjack huts and a charcoal burner hut with red arrows pointing to them; they have no trees! You can fix that. Open your Construction menu, flip to the Peasants tab, and click the tree icon. To make trees, just click, drag, and release, then marvel at your new forest. Spread trees over the defunct woodjack and charcoal burner huts until each is working at better than 90 percent capacity.

There is also a defunct stonemason's hut in the area. Click on it, and look for the small upgrade button in its window. By clicking that button, you spend 2,000 gold coins to replenish the stone deposit with 1,000 tons of stone.



Follow the woodjack huts north, planting trees all around them until you reach a dry ore mine. Replenish its resources and re-tree the nearby

woodjack hut. Lord Northburgh thanks you for replenishing his island's resources and exhorts you to produce five fully functional tool-supply chains.



You will eventually need five full-blown tool-producing facilities, but for this stage of the cathedral's production, three should do.

TIP

Look to the vizier's island where your ship should be waiting. The vizier informs you that he has lost three builders at sea and asks you to rescue them. They are all in a line leading north from the vizier's harbor. Fetch them immediately.



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You can set the game speed to normal while you collect the builders, but return it to slow as soon as you deliver them.

TIP

When you return the lost builders to the vizier, he places Oriental construction workers aboard your ship. These guys reduce the construction cost and time of the second stage of cathedral production by 60 percent. Immediately send them to your warehouse at Cathedral City.



While your boat is in transit, look at your harbor at Cathedral City. Just north of the docks, among the rocks, is an iron deposit. Build a small market building

there, upgrade it, and then build an ore mine. Next, build an iron smelter and a toolmaker's workshop on the same production line. You should also build an extra charcoal burner's hut to the east where your woodjack huts and newly planted trees are.

Now look to Carlingham in the north; there is an iron deposit in the island's northwest corner. Build a small market building near it and an iron mine on top of it. Then add an iron smelter and a toolmaker's workshop. Build a charcoal burner's hut to the east near the medium market building that should already be there.



Now open your Trade Route window, select the beer route, and replace the beer loads on the route with tool loads. Nothing else needs to change.

By now, your ship with the Oriental construction workers should have arrived at the harbor in Cathedral City. Unload the workers into your warehouse and click on your cathedral. You now only need 96 tons of wood and 160 tons of tools to complete the second stage, down from 240 tons of wood and 400 tons of tools. The cathedral will also process the goods at a much faster rate. Turn on cathedral production by clicking the button in the middle of the window.



Cathedral-production maintenance costs 500 gold coins. This should have you slightly in the red. If you are seriously in the red, make sure your taxes are yellow for patricians and citizens.

TIP

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Click on the warehouse at Marie's island in the north, Inglebeck. Marie will ask you for 30 tons of wood and 15 tons of tools to help her war effort. Load them onto your boat, *Neptune*, and deliver them to her warehouse. Marie thanks you and asks for 20 tons of fish and 40 tons of linen garments. You should have them in your warehouse, so pick them up with the *Neptune* and bring them to her.

While the *Neptune* is traveling, look to the south of your island, where the mill, bakery, and crop farms used to be. Place two woodjack huts there, one on each side of the medium market building; you shouldn't need to cover them in new trees.



When you deliver the fish and clothing to Marie, she gives you a Plumb Line of Perfection. This handy item reduces the maintenance cost of your cathedral produc-

tion by 50 percent, bringing it from a painful 500 gold coins to a

more manageable 250 gold coins. Next, she claims there are five spies in Inglebeck and asks you to help find them. This is easy, since Inglebeck is very small. If you're having trouble finding a spy, look for them in the trees at the edge of the settlement. After you catch the spies, deliver the Plumb Line to your warehouse at Cathedral City.

Playing for Time

To have the best shot at beating this chapter, you want to come close to completing a given stage of cathedral production well before the time limit and then halt production right before you finish. From there, spend the remaining time enhancing your infrastructure and preparing for the next stage of production. Then, with a few minutes left, turn production back on and finish just ahead of Cardinal Lucius.



If you mouse over the purple meter in the Cathedral window, it will tell you exactly how many tools and wood you are from finishing the stage. After you halt production, a few tons will sneak through into the meter, because production doesn't stop immediately. Therefore, halt production with about 10 tons of each resource to go—don't accidentally finish a stage!

TIP



After congratulating you on reducing the Cathedral maintenance cost, Lord Northburgh warns you that spies have been reported in Cathedral City. There are only two; find them quickly.

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When searching for spies, it's a good idea to slow down the game. This gives you more time to find them and keeps them from moving around as much.

TIP

Once you find the spies, look over your town. You should have good stores of tools and wood, you should be nearly halfway through the construction of the second stage of cathedral production, and you should be at least 200 gold coins over budget on your cash balance.

Look to the southern shore of your island, near your hemp plantations. There is a stone deposit there. Build a small market building and a stonemason's hut near it to begin harvesting that stone.

Next, find the ship that is bringing tools from Carlingham to Cathedral City, and have it return to the Carlingham warehouse. This will suspend the route. If the ship is carrying any tools, unload them at Carlingham. On the southeast side of Carlingham, there is another ore deposit. Build a small market building near it and then an ore mine on top of it.

Look back at Cathedral City. At this point, you probably want to halt production on your cathedral, because you are probably very close to finishing the stage. You should have roughly 35 minutes left on the timer. Now load 30 tons of wood and 30 tons of tools onto the *Neptune* at Cathedral City and send it to Carlingham.



If you aren't waiting for a ship to travel or for resources to accumulate, you should have the game speed on slow.

TIP


Unload the tools and wood at Carlingham and finish the tool-production facility you started on the island's southeast side. Build an iron smelter, a toolmaker's workshop, and another charcoal burner hut. Now look to the rocks on the southwestern edge of the island to find a stone deposit. Build a stonemason's hut near there and connect it to the medium market building that should already be nearby. Now resume shipping tools from Carlingham to Cathedral City with your small trading ship.

Turn your attention to Cathedral City. You need two more fishing huts, two more cider farms, two more weaver's huts, and four more hemp plantations. Build your fisherman's huts on the island's north coast, and attach them to the nearby large market building. Next, connect a cider farm to that same large market building.

If you look to the far eastern corner of your island, you will find an unused small market building. Place one cider farm next to it.

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Link your new weaver's huts to this market building.

Next, look south to your hemp plantations. Link the road from your plantations to the nearby medium market building that is collecting wood. Build two more weaver's huts and four hemp plantations in the area, taking care not to intrude on the trees of the woodjack huts.

Activate ascension rights and lower everyone's taxes. This will put you in the red, but as houses upgrade, your cash balance should return to the green.



As your residents upgrade their houses, they will use tools and wood; don't let them use up so much that you can't finish the stage.

TIP

Next, look down at your southern spice isle, called Pepperbrook. Build two more spice farms here, along with another Oriental market building and a small noria. Spice, fish, linen, and cider are the only things your settlers need aside from churches, taverns, and marketplaces. As long as you have those resources covered, your population is in good shape.



The safest way to construct new houses is to build them with ascension rights turned off. That way, if your population outstrips your resources, you're only running low on fish and cider, rather than fish, cider, spice, and clothing.

TIP



This is a good place to build your warehouse at Stone Quarry Island.

For now, don't build houses. Instead, add stone to the trade route that is bringing tools from Carlingham to Cathedral City. Next, load 30 tons each of wood and tools onto the *Neptune*, and sail it south to Stone Quarry Island. Set up a warehouse on the west shore near the stone deposit, then build a stonemason's hut and connect it to the warehouse with a road.



Turn on your cathedral production when you have less than ten minutes remaining on your countdown timer.

CAUTION

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There is another quarry to the south of the one you just began mining. Build a small market building down there, along with a stonemason's hut. If you use the road that's already in place, there's no reason to build another. Now load the leftover wood and tools back on the *Neptune* and return them to Cathedral City.

Open your trade route and select the spice route. Add a warehouse and select Bushelhill, then add 40 tons of stone there. Next, unload 40 tons of stone at Cathedral City.



Now focus on Carlingham. There is a stone deposit on the southwest side of that island near your large warehouse. Build a stonemason's hut near the deposit and connect it to the warehouse. You should now be very close to the ten-minute mark. Load 20 tons of linen clothes and 20 tons of bread onto the *Neptune* and send it to the vizier's harbor. Use whatever time you have left to let your people upgrade their houses. When the timer dips under ten minutes, turn off ascension rights, return taxes to yellow, and resume cathedral production.

You can set the game speed to fast at this point. But as soon as you finish production on the second stage of the cathedral, slow the speed down again. Now click on the vizier's warehouse. He tells you his builders need 20 tons each of linen clothes and bread, which the *Neptune* should immediately deliver. The vizier will give you another load of master builders. Bring them straight to your warehouse at Cathedral City. As soon as you deliver the master builders, begin production at the cathedral. You only need 300 tons of stone and 400 tons of tools.



This is where you find Marie's lost cargo.

Marie tells you she lost a precious ship in the northeast corner of the map. Send the *Neptune* to investigate. The flotsam floats near a reef behind Cardinal Lucius's island, Tuckingham. There is no danger there; just don't sail right in front of Lucius's harbor on your way. Once you have the cargo, return it to Marie's island. She thanks you and gives you a Masterly Glassblower's Pipe. This item will let you produce glass 25 percent faster, which will be very helpful during the final stage of cathedral production. Next, Marie asks for 40 tons of rope.

Around this time, Lord Northburgh will report that spies lurk in your city. There are only two, so get rid of them quickly. Once you've caught the spies, deliver the glassblower's pipe to your warehouse. While you await your ship, build two rope yards near your hemp fields to begin stockpiling Marie's rope. You should also build a small market building on that road to relieve the pressure of two additional resource producers.

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Thanks to your efforts to enhance your population, you should have a cash balance of nearly 500 gold coins. Now it's time to begin stockpiling quartz and potash. Load 40 tons of tools and 60 tons of wood onto the *Neptune* and send it south to your spice island, Pepperbrook. On the island's north side are two quartz deposits. Build an Oriental market building between them and a quartz quarry near each. Now load your remaining tools and wood back onto the *Neptune*, and send it south of Pepperbrook, where it will encounter an uninhabited island with two quartz quarries. Build a warehouse on the north shore near the quartz deposit and place a quartz quarry to go with it. This island is now called Trehmund. Sail the *Neptune* back to Pepperbrook to pick up any quartz in storage, and then sail back to Cathedral City.

Lord Northburgh reports that spies have been seen lurking about Cathedral City. Slow time and hunt them down.

Spies tend to haunt the area around the cathedral. Look for them there first.

TIP



Build your weapon smithies here.

When the *Neptune* arrives at Cathedral City, unload the quartz, grab 40 more tons each of wood and tools, and grab the 40 tons of rope for Marie. Deliver the rope to her island. Next, Marie will ask for 40 tons of weapons. Send the *Neptune* down to Trehmund, then look back at Cathedral City and destroy the two rope yards you built near the hemp fields. Construct two weapon smithies on the tool-production line near your harbor. Now check on your cathedral production. When you are around 10 tons of tools and stone from finishing, halt production. Return taxes to green levels, and turn ascension rights back on.



and select the spice route. Remove Bushelhill from the route,

Next, look to the island just south of Cathedral City, where you have two stonemason huts. Destroy those huts and the market building. Now open your trade routes

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and remove the stone drop-off at Cathedral City by right-clicking it. Next, add a warehouse at Trehmund, and tell your ship to pick up quartz there. Also tell your ship to pick up quartz at Pepperbrook and to drop off quartz at Cathedral City.

Drop off tools and wood at Trehmund and build a small market building and a quartz quarry near the quartz deposit in the south. Return the excess tools and wood to the *Neptune*, and send the ship back to Cathedral City.



Place two forest glassworks, a glass smelter, and a small market building here.

Next, destroy a woodjack hut on the east side of Cathedral City and replace it with a forest glassworks. Add a glass smelter to the production line. Place another two forest glassworks on the northwestern tip of the cathedral island along with a small market building, and place a glass smelter there, too.

You should have about 20 minutes left. At this point, you can build a few houses, but keep a watchful eye on the needs of your citizens; if anything begins to drop, immediately increase taxes to yellow and address the need.



If at any point you feel the desire to increase the game speed, save the game first.

TIP



As soon as you have 40 tons of weapons, load them onto the *Neptune* along with 80 tons of wood and 40 tons of stone. Destroy your weapon smithies.

Deliver the weapons to Marie d'Artois, and deliver the wood and stone to Carlingham. On the river, you should see two gravelly spots right next to each other. Build a paper mill on each one, and connect them to the medium market building to the south.

Open your Trade Route window and select the beer route. Remove Carlingham from the route, and replace the stone and tools drop-off at Cathedral City with a quartz drop-off. Next, add Pepperbrook and Trehmund to the route and pick up quartz at each.

As soon as you have 15 tons of paper at Carlingham, which should be very soon, destroy both paper mills, and load the paper onto the *Neptune*, along with 10 tons of iron ore. Send the *Neptune* to the vizier's warehouse. Do NOT sell the paper or the iron ore.

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As soon as you complete the third stage of production, slow the game speed. The vizier informs you that the Academy of Wisdom is collaborating with Cardinal

Lucius and gives you a strongbox to deliver to Ibn al Hakim. Sail the *Neptune* south to the warehouse at Abbad Jalamid. As you draw near, Karim announces that he may be able to help you get the strongbox to Ibn al Hakim if you can supply him with 15 tons of paper and 2,000 gold coins.

Send the *Neptune* to your warehouse at Pepperbrook and unload the 15 tons of paper. Karim takes the paper and gives you a red flag; this makes your ship look like one of the cardinal's. Load the flag from the warehouse onto the *Neptune* and sail to the harbor at Abbad Jalamid, where the cardinal is keeping Ibn al Hakim. The red flag deploys automatically. Deliver the strongbox and watch as desert winds destroy the cardinal's buildings. This sets the timer back 30 minutes!

Next, sail the *Neptune* directly back to the warehouse at Pepperbrook and unload the iron ore; tragedy is about to strike, but you are prepared. Moments after the game announces that another player has advanced to the Metropolis level of civilization, the entire population of Cathedral City is stricken with the same disease that nearly killed the emperor. Karim immediately



sells you Essence of Life and places it in your strongbox at Pepperbrook, where it is automatically set in an Action slot. Right-click the potion to move it into normal storage, and then load it onto the *Neptune* and send it to the warehouse at Cathedral City. As soon as you unload it at the warehouse, it will be placed into an Action slot and will cure the population.



As soon as you cure the population, set all taxes to green and reactivate ascension rights. When your cash balance levels out, return taxes to yellow and deactivate ascension rights.

In the meantime, load ten tons of wood and ten tons of tools onto the *Neptune* and send it back to Ibn al Hakim's island to build a warehouse. As soon as you construct the warehouse and connect it to al Hakim's academy, he puts the Tome on Architecture in your warehouse strongbox. Load it onto the

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Neptune, and ship it to your warehouse at Cathedral City. Move the Essence of Life from an Action slot into your strongbox's storage to make room for the tome. You currently need 400 tons of glass and 800 tons of tools to complete the cathedral, but as soon as you drop off the tome, those numbers are reduced to 160 tons of glass and 320 tons of tools. Activate cathedral production!

Now that everything is back to normal, look at your stores of potash and quartz at Cathedral City. If you have large stockpiles, then you need to build a couple more glass smelters to process all those resources. Build the two glass smelters where your weapon smithies used to be by the harbor.

Now you can try building a few more houses. Set peasant taxes to green and monitor the needs of your patricians.

Lord Northburgh informs you that three spies have infiltrated Cathedral City yet again. Hunt them down.

Keep in mind that you canceled the trade route that was bringing tools from Carlingham to Cathedral City. If you need more tools, send the *Neptune* to Carlingham to pick up a stack of 60 tons and bring them back to Cathedral City. You should need to do this only once, if at all.

More spies in Cathedral City?! Slow the game and capture all four of them.



This is a great location for your fifth and sixth glass smelters.

Even after building the last two glass smelters, you probably still have excess quartz and potash. Build two more glass smelters at any market building that isn't too overburdened with

other productions. The large market building near the fishing huts might be a good place.



Don't forget to keep some wood and tools stored at Pepperbrook for periodic noria restoration.

TIP

You should be halfway through the fourth production stage on the Cathedral by now, with about 40 minutes left on the countdown timer. In addition, you should have stable and sustainable supplies of tools and glass, a positive cash balance, and full Need meters for your citizens. Now you can speed up the game, because you have everything you need to win.

But watch out, your city draws spies like flies; this time there are six. Slow the game and swat them all. Then speed it back up.

Time passes quickly...and the spies strike again! Now there are eight. You are called upon to clean the streets of Cathedral City a final time. Put the pedal back to the game-speed metal.



As soon as you complete the fourth stage of the cathedral, the emperor shows up with a fleet of ships that he places under your

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control. You don't have to wait for the ships to stop moving to take control of them; if they are yellow, they are yours. Select all your ships, place them in Group 1, and move to intercept Cardinal Lucius's fleet, which is coming from the west.

Lucius's ships travel southeast to destroy your trading ships; head them off early or you will have to chase them all the way to Pepperbrook.

NOTE

Lucius will also send ships to attack Marie's harbor in the north. When this happens, you gain an additional five small warships. Make them Group 2 and have them join your other fleet.

Moments later, more Lucius warships attack the vizier's harbor. After you destroy all the marauding enemy ships, the emperor informs you that the cardinal is stranded on a reef south of Tuckingham (the cardinal's settlement) and that you are to bring him to justice.



You will find the cardinal's large warship and two small warships at a reef just south of Tuckingham. Once you destroy the

cardinal's ship, he is thrown overboard into the water. Collect and deliver him to the emperor's ship, which is waiting in your harbor.

When you hand the cardinal over to the emperor, he is sentenced before a dancing crowd. You are named the "Savior of the Realm," along with Lord Northburgh. Lord Northburgh gives you all the credit, as does Marie d'Artois. The vizier pays you many compliments, and even the sultan celebrates your victory and thanks you for saving his realm from the cardinal's crusade.

Congratulations on beating the campaign in *Dawn of Discovery*!



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EXTRAS

In this chapter, you can find the medals, achievements, and bonus content available in *Dawn of Discovery*. Achievements and medals are simple; if you complete the right tasks or quests, then you get an achievement or a medal. Achievements reward you with gems, which you can use to receive bonus content, including ornamental structures, portraits, colors, and coats of arms for your player profile. (Your player profile is a customizable picture that corresponds to your profile.) Medals present broader challenges than achievements and reward you for your efforts with medals of bronze, silver, or gold.

Medals



Medals are like goals that you can aspire to in your time playing *Dawn of Discovery*. There are three types of medals: bronze, silver, and gold. The bronze medal is easier to reach than the silver or gold one, except in the case of quests that have only gold options. Those medals are always hard to acquire. Medals also come in four different categories: Diplomacy, Economy, Scenarios, and General. Here are all 20 of the medals available in *Dawn of Discovery*:

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Medals

MEDAL	BRONZE CONDITIONS	SILVER CONDITIONS	GOLD CONDITIONS	CATEGORY
Brooch of the High Council	N/A	N/A	Attain the achievement the High Council	Diplomacy
Navy Cross	15 ships sunk	30 ships sunk	50 ships sunk	Diplomacy
Medallion of the People	1,000 inhabitants settled	10,000 inhabitants settled	50,000 inhabitants settled	Diplomacy
Noble Insignia	1,000 noblemen settled	5,000 noblemen settled	10,000 noblemen settled	Diplomacy
Seal of the Orient	1,000 envoys settled	10,000 envoys settled	20,000 envoys settled	Diplomacy
Order of the Stalwart	100 quests completed	500 quests completed	1,500 quests completed	Diplomacy
Badge of Honor	1,000 honor points accumulated	5,000 honor points accumulated	10,000 honor points accumulated	Economy
Medal of Mammon	250,000 gold coins accumulated	500,000 gold coins accumulated	1,000,000 gold coins accumulated	Economy
Cross of the Metropolis	Easy: Metropolis built	Medium: Metropolis built	Hard: Metropolis built	Economy
Order of the Treasures	100 tons of goods in a warehouse	500 tons of goods in a warehouse	999 tons of goods in a warehouse	Economy
Medal of the Elector	N/A	N/A	Win the "Elector" scenario	Scenarios
Medal of the Master Builder	N/A	N/A	Win the "Master Builder" scenario	Scenarios
Medal of the Diplomat	N/A	N/A	Win the "Diplomat" scenario	Scenarios
Medal of the Guild Master	N/A	N/A	Win the "Guild Master" scenario	Scenarios
Medal of the General	N/A	N/A	Win the "General" scenario	Scenarios
Medal of the Emperor	N/A	N/A	Win the "Emperor" scenario	Scenarios
Time Medal	Ten hours on one profile	100 hours on one profile	500 hours on one profile	General
Imperial seal	Easy campaign completed	Medium campaign completed	Hard campaign completed	General
Order of the Keepers	N/A	N/A	Attain the achievement Order of the Keepers	General
Order of the Knights of the Grail	N/A	N/A	Attain the achievement the Gold Ship	General

Achievements

There are 206 different achievements, all with very different conditions. For completing achievements, you receive gems and sometimes portraits and titles for your profile. The gems you earn for attaining achievements can be spent on bonus items. Like medals, achievements are also broken into different categories: Diplomacy, Setup, Economy, Military, and General. Here is a list of the achievements in *Dawn of Discovery*:



Diplomacy

ACHIEVEMENT	CONDITIONS	TITLE GAINED	GEMS EARNED
Always at your service!	Complete 30 quests in a continuous game without missing a single one.	The Factotum	100
The Quill is mightier than the Sword	Attain the following achievements: <ul style="list-style-type: none"> • War is Hell! • You fight like a Dairy Farmer • Your Money or your life! • United we are strong! • Such fine ruffs! • Take the Gold and leave me in peace! 	The Master of Ceremonies	100
The High Council	Attain the following achievements: <ul style="list-style-type: none"> • Faith is my Path • The Devil pales in comparison to me! • Mirror, mirror on the wall • Fortune favors the bold • Using all means available • Extravagance out of Affluence • When I am grown up... • You've got to keep earning for as long as you can • Virtue and Penitence 	Member of the High Council	100
You all owe me a favor	Attain the following achievements: <ul style="list-style-type: none"> • The Martyr • The Grand inquisitor • The Scholar • The shrewd Trader • The Snake • The ladies' man • The Minstrel • The wicked stepmother • The Beauty from the Country • The Nun 	Privy Councillor	100

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Diplomacy (continued)

Achievement	Conditions	Title Gained	Gems Earned
I am the State	Follow this series of quests to the end: <ul style="list-style-type: none"> •Thirst for knowledge V •The imperial garden V •The game board of power IV •Joined forces IV •Enemy in your own ranks VI •The emperor's mercy VII •Imperial grandeur VI •Court intrigue V 	Shield Bearer of the Empire	100
A Sultan in the Sultan's place	Follow this series of quests to the end: <ul style="list-style-type: none"> •The big feast V •Influenza with consequences V •The false coat of arms V •For posterity IV •The false chronicler VI •The planned coup d'etat VI •Al Hamra IV •Harmony VI 	Shah of the Border Kingdom	100
...and a bottle of Rum	Set the corsairs to "Strong" and successfully complete the quest "Revelry."	—	20
Anyone has my ear	Complete 1,500 quests.	—	20
Salaam!	Reach the diplomatic rank of the Sultan's Confidant.	—	20
War is Hell!	Make 150 declarations of war.	—	20
United we are strong!	Obtain help from an auxiliary fleet 100 times.	—	20
You fight like a Dairy Farmer	Make 20 successful insults. No attempt at intimidation must fail.	—	20
Such fine ruffs!	Successfully flatter a player 20 times in a Hard game. No attempt at flattery must fail.	—	20
Your Money or your life!	Force a tribute payment of 150,000 gold coins.	—	20
Take the Gold and leave me in peace!	Pay a tribute of 850,000 gold coins.	—	20
Faith is my Path	Build a metropolis and complete the following quests for Marie d'Artois: <ul style="list-style-type: none"> •Axis of good •Holy war •True riches 	—	20
The Martyr	Follow an alliance with Marie d'Artois and follow this series of quests to its end: <ul style="list-style-type: none"> •The Fleet II •Journey into the past IV •The wise old woman III •Marie of...VI 	—	20
Extravagance out of Affluence	Build a metropolis and then complete the following quests for Sir Gavin Langton: <ul style="list-style-type: none"> •Something big •Insurance 	—	20



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Diplomacy (continued)

Achievement	Conditions	Title Gained	Gems Earned
The ladies' man	Form an alliance with Sir Gavin Langton and follow this series of quests to the end: •The feast II •The memoirs III •The tournament II •The braggadocio IV	—	20
The Devil pales in comparison to me!	Build a metropolis and then complete the following quests for Cardinal Lucius: •Holy duty •It is God's will! •Befitting	—	20
The Grand inquisitor	Form an alliance with Cardinal Lucius and follow this series of quests to the end: •The Hammer of Witches III •The devil's work VI •The writing of history VI	—	20
When I am grown up...	Build a metropolis and then complete the following quests for Leif Jorgensen: •World peace •Talent	—	20
The Minstrel	Form an alliance with Leif Jorgensen and follow this series of quests to the end: •A glimmer of hope III •Furs furs furs II •Leif Jorgensen's sister II •High treason! III	—	20
All is fleeting	Build a metropolis and then complete the following quests for Willem van der Mark: •Miracle in the sand	—	20
The Scholar	Form an alliance with Willem van der Mark and follow this series of quests to the end: •A look into the stars IV •An important guest II •The informant II •A hot trail IV	—	20
Mirror, mirror on the wall	Build a metropolis and then complete the following quests for Baronessa Constanza Zanchi: •Honorable •Recognition	—	20
The wicked stepmother	Form an alliance with Baronessa Constanza Zanchi and follow this series of quests to the end: •The great feast IV •The search for the fountain of youth VI •A blaze of glory III •Roundabout routes II	—	20

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Diplomacy (continued)

ACHIEVEMENT	CONDITIONS	TITLE GAINED	GEMS EARNED
You've got to keep earning for as long as you can	Build a metropolis and then complete the following quests for Giovanni di Mercante: •Measure of the empire •Signs of success	—	20
The shrewd Trader	Form an alliance with Giovanni di Mercante and follow this series of quests to the end: •Economic espionage II •Bribery attempt III •Raw nerves IV •Ethical boundaries IV	—	20
Fortune favors the bold	Build a metropolis and then complete the following quests for Helena Flores: •Support from faith •Peasant City	—	20
The Beauty from the Country	Form an alliance with Helena Flores and follow this series of quests to the end: •A touch of luxury II •The family treasure III •Role reversal IV •Floating wishes II	—	20
Using all means available	Build a metropolis and then complete the following quests for Guy Forcas: •Popular government •Set in stone	—	20
The Snake	Form an alliance with Guy Forcas and follow this series of quests to the end: •Hospitality II •Show your colors III •A matter of trust IV •Deceit III	—	20
Virtue and Penitence	Build a metropolis and then complete the following quests for Hildegard von Lewenstein: •Poor souls	—	20
The Nun	Form an alliance with Hildegard von Lewenstein and follow this series of quests to the end: •The divine glow III •The performance II •Mission III •Winter clothing II	—	20
Transmutation and explosion	Connect the alchemist's tower to your settlement and follow this series of quests to the end: •The philosopher's stone V •Quintessence III	—	20
The Might of the Three	Connect the Old Tree to your settlement and follow this series of quests to the end: •The fourth sister III •The firework display IV	—	20

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Diplomacy (continued)

ACHIEVEMENT	CONDITIONS	TITLE GAINED	GEMS EARNED
Ora et labora...pray and work	Connect the Mountain monastery to your settlement and follow this series of quests to the end: •Special brew II •The nunnery IV	—	20
Everything has its price	Connect the caravanserai to your settlement and follow this series of quests to the end: •The expansion of the caravanserai III •The disloyal assistant IV	—	20
He who seeks, finds	Connect the excavation site to your settlement and follow this series of quests to the end: •Tricky II •The devil is in the detail IV	—	20
Silent and invisible	Connect the assassins' fortress to your settlement and follow this series of quests to the end: •The ally II •Code and faith II •Weg des Kriegers VI	—	20
Force brings Justice	Connect the robber baron's castle to your settlement and follow this series of quests to the end: •Wounded III •The arsenal IV	—	20
A miracle...	Connect the place of pilgrimage to your settlement and follow this series of quests to the end: •Phony magic II •The miracle V	—	20
Knowledge is power	Connect the Academy of Wisdom to your settlement and follow this series of quests to the end: •The ghost ship IV •The sultan's ship II	—	20

Setup

ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
We have no time to lose!	Build an Imperial Cathedral within eight hours in a Hard game. Your inhabitants must never be displeased or angry.	The Annokrat	100
The Emirate	Build a Sultan's Mosque within six hours in a Hard game. Your inhabitants must never be displeased or angry.	The Emir	100
A Story from two Islands	Achieve Metropolis status in a continuous game, settling only two islands.	Court Architect	100

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ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
We are the People	Demonstrate your skill at dealing with your population. Attain these achievements: <ul style="list-style-type: none"> •A hungry man has no conscience •City air makes you free! •Noblesse oblige •Children of the Desert •The Peasant Nation •The golden age of the Hanseatic League •Guardian of the Occident 	Hero of the People	100
City of Dreams	Settle at least 50,000 inhabitants in a game.	—	100
The Center of the World	Achieve Metropolis status in a difficult, continuous game.	The Founder	100
Everyone thinks he has the real thing	Settle 2,000 noblemen and envoys on an island in a game.	The Scholar	100
A hungry man has no conscience	Shelter over 5,000 beggars in your hospices in a game.	The Beggar Prince/ Beggar portrait	100
Begone!	Drive 10,000 beggars out of your settlements.	The Hard-hearted Man	20
We build this city	Own 10,000 buildings simultaneously in a game.	—	20
The Peasant Nation	Settle 20,000 peasants in a game.	—	20
City air makes you free	Settle 15,000 citizens in a game.	—	20
The golden age of the Hanseatic League	Settle 15,000 patricians in a game.	—	20
Noblesse oblige	Settle 10,000 noblemen in a game.	—	20
Children of the Desert	Settle 20,000 nomads in a game.	—	20
Guardian of the Occident	Settle 15,000 envoys in a game.	—	20
The Gateway to the World	Simultaneously own these buildings in a game: <ul style="list-style-type: none"> •Harbor master's office •Large storehouse •Small shipyard •Pier •Historic warehouse •Small storehouse •Repair crane •Large shipyard •Harbor defense tower 	—	20
Mine! All mine!	Settle at least 30 different islands in a game.	—	20
Faith set in Stone	Construct these buildings in a game: <ul style="list-style-type: none"> •Imperial Cathedral •Sultan's Mosque 	—	20
All Roads lead to...	Achieve the "World city" status.	—	20
A Blaze of Glory	Build 100 ornamental buildings in a game.	—	20

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ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
Not everyone has it!	Build every ornamental building in the bonus content in a single game: <ul style="list-style-type: none"> • Picture of the Virgin Mary • Maypole • Medium market stall • Pillory • Flagpole • Gold statue • Small bazaar tent 	—	20

Setup—Hidden

ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
Risen from the Ruins	Demolished 5,000 buildings.	—	10
For the road ahead	Build 100,000 sections of road.	—	10
Save the Forests!	Planted 10,000 trees.	—	10
Because I can afford it	Built an Imperial Cathedral in a game and demolished it.	The Decadent	10
You should have a stroll here	Built 1,000 cobblestone streets in a game.	—	10
Force of habit	Built 20 fisherman's huts on an island in a game.	—	10

Economy

ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
Leave trading to the Boss	Achieve Metropolis status without ever putting any goods to trade in your warehouse.	The Wholesale Merchant of the Realm	100
Order of the Treasurer	Stockpile 999 tons of all goods in a warehouse in a game.	The Treasurer	100
The road map in your head	Achieve Major City status in a game without ever creating a trade route.	Your Majesty's Purveyor to the Court	100
Am I Croesus?	Accumulate 1,000,000 gold coins in a game.	The Millionaire	100

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ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
Vitamin B	Accumulate 10,000 honor points in a game.	The Honorable Man	100
Order of the Keepers	Attain these achievements: •Imperial advertisement •The box of tricks •Full Treasuries •The junk room	The Keeper of the Imperial Regalia	100
Imperial advertisement	Attain these achievements: •The Sea Dogs •The left and right wooden leg of the devil •Swords of the Faithful •Does the part also comply with the industry standard? •Seven voyages •Hammer and Anvil •The Freemason's Lodge •Open your baggage please	Imperial Herald	100
Full Treasuries	Attain these achievements: •Green Thumb •Flat Earth? What nonsense! •Handyman •Animal lover	The Looting Expert	100
The box of tricks	Attain these achievements: •BOOM! •Move on, there's nothing to see! •On behalf of your Majesty •Clear to board! •And if you're not willing... •Quick! Has anyone got some white underwear?	The Looting Expert	100
The junk room	Attain these achievements: •Perhaps we could use that again •Not exactly the Holy Grail	Unlucky Man	100
The right Tool for every job	Consume 500 items	—	20
The Sea Dogs	Recruit these imperial captains: •Captain Henry Valiant •Captain Claude Homebird	—	20
The left and right wooden leg of the devil	Recruit these Corsair captains: •Redbeard the Vindictive •The accursed Knife-wielder	—	20
Seven voyages	Recruit these Oriental captains: •Aadil the noble Seafarer •Rasul the dreadful Sailor	—	20
Hammer and Anvil	Recruit these imperial generals: •Lord Ludwig the Crazed •General Hadrian the Cruel	—	20
Swords of the Faithful	Recruit these Oriental generals: •Emir Khan the Fearless •General Abdullah the Heroic	—	20
The Freemason's Lodge	Engage these master builders: •Genial Oriental master builder •Imperial Cathedral master builder •Excellent Hanseatic League master builder	—	20

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ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
Does the part also comply with the industry standard?	Engage many different craft masters: • Armed craft master • Wealthy craft master • Dandified craft master • Diligent guild master • Craft master who likes a drop • Well-fed craft master	—	20
Open your baggage please	Engage many different customs officers: • Stout customs officer • Cheerful customs officer • Portly Oriental customs officer • Assiduous Oriental customs officer • Zealous customs officer • Dapper customs officer • Refined customs officer • Cheery Oriental customs officer	—	20
Green Thumb	Use all the seeds once: • Almond seeds • Wheat seeds • Bee seeds • Silkworm seeds • Herb seeds • Hemp seeds • Grape seeds • Coffee seeds • Sugar cane seeds • Cider seeds • Clay seeds • Rose seeds • Indigo seeds • Spice seeds • Date seeds	—	20
Handyman	Use every construction plan once: • Construction plan for church • Construction plan for coal mine • Construction plan for sultan's mosque foundation • Construction plan for provision storehouse • Construction plan for juggler camp • Construction plan for noria • Construction plan for Imperial Cathedral foundation • Construction plan for large shipyard • Cemetery construction plan • Construction plan for Oriental juggler camp	—	20
Flat Earth? What nonsense!	Use every Marine chart once: • Map of a lost knight • Treasure map shrouded in secrecy • Blood-spattered map • Handwritten treasure map • Tattered map • Yellowing treasure map • Marine chart covered in algae • A very mysterious treasure map • Sealed expedition map • Treasure map of a dead nobleman • Torn marine chart	—	20
Animal lover	Acquire every domestic animal: • Playful dolphin • Colossal killer whale • Swordfish as swift as an arrow	—	20

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Economy (continued)

ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
Perhaps we could use that again	Salvage these items from the wrecks of corsair ships: <ul style="list-style-type: none"> •Spindle with sailor's yarn •Wig full of lice •Illegible message in a bottle •Galley boy's ladle •Half a wheel •Lazy mate's hammock 	—	20
Not exactly the Holy Grail	Salvage these fragments from the excavation site: <ul style="list-style-type: none"> •Broken jug •Piece of an antique vase •Piece of a goblet •Fragment of an antique statue •Fragments of pottery 	—	20
BOOM!	Use 15 powder kegs in a game.	—	20
Clear to board!	Use at least 15 boarding crews in a game.	—	20
Move on, there's nothing to see!	Use at least 15 smoke screens in a game.	—	20
And if you're not willing...	Use 15 diplomatic edicts in a game.	—	20
On behalf of your Majesty	Use 15 letters of marque in a game.	—	20
Quick! Has anyone got some white underwear?	Use 15 white flags in a game.	—	20
Sails as far as the eye can see	Build 1,000 ships.	—	20
My other Ship has Cannons	Build every type of ship in a game: <ul style="list-style-type: none"> •Small trading ship •Small warship •Large Oriental trading ship •Caravel 	—	20
As good as new!	Purchase each of these ships from the Corsairs once: <ul style="list-style-type: none"> •Small trading ship •Small warship •Large Oriental trading ship •Corsair ship 	—	20
Shady deals	Buy 150 ships from the Corsairs.	—	20
Why are things not progressing here?	Use the Express Goods collection 250 times.	—	20

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Economy (continued)

ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
The Sleeper must awaken!	Produce 10,000 tons of spice in a game.	—	20
An extensive range	Produce each of these goods once: <ul style="list-style-type: none"> •Spices •Marzipan •Milk •Fur coats •Glasses •Perfume 	—	20
	<ul style="list-style-type: none"> •Fish •Cider •Coffee •Brocade robes •Carpets 		
	<ul style="list-style-type: none"> •Meat •Beer •Linen garments •Dates •Candlestick 		
	<ul style="list-style-type: none"> •Bread •Wine •Leather jerkins •Books •Pearl necklaces 		

Economy—Hidden

ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
The longest Trading route in the world	Created a trading route with over 25 stations in a game.	—	10
More is always best!	Had 35 active trading routes in a game.	—	10
Unfailing logistics	Had 35 ships traveling on trading routes in a game.	—	10
Hansa Teutonica	Demonstrated business acumen. Attained these achievements: <ul style="list-style-type: none"> • Leave trading to the Boss • The longest Trading route in the world 	The Hanseatic	10
	<ul style="list-style-type: none"> • More is always best! • Unfailing logistics 		
Itchy feet	Covered over 250,000 Nautical miles with your Flagship in a game.	The Globetrotter	10
You can go home now	Shut down 500 buildings in a game.	—	10
The little busy bee	Produced 500 tons of beeswax in a game.	—	10
Turn the hose on!	Used 50,000 tons of water in Norias in a game.	—	10
Dig deeper!	Spent 100,000 gold coins to regenerate raw material deposits in a game.	—	10
Gold fever	Spent 20,000 gold coins to regenerate gold mines in a game.	—	10
Out of sight, out of mind	Thrown 500 tons of goods overboard.	—	10
How about tasting it?	Thrown 50 tons of sugar into the ocean.	—	10

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Military

ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
Merely a continuation of politics	Attain these achievements: <ul style="list-style-type: none"> • You and whose Army? • Scorched Earth • He who is not with me, is against me! • ...cheaper than building it yourself 	The Great Strategist	100
The black Fleet	Destroy 50 enemy ships in a Hard game without losing one of your own.	Admiral of the Crown	100
Food for the Fishes	Sink 2,500 ships.	The Terror of the Seas/ Hassan ben Sahid portrait	100
Who is this “Robin”?!	Destroy 150 bandit camps.	The Cruel Man/ Barnabas portrait	100
Full broadside	Set the Corsairs on “strong” and complete the quest “The last contingent.”	Corsair Terror	100
Man the battlements!	Help Marie d’Artois defend her city without losing any of your armies.	Lord	100
Measure up to your enemies	Defeat each of these computer players 10 times: <ul style="list-style-type: none"> • Baronessa Constanza Zanchi • Giovanni di Mercante • Cardinal Lucius 	The Warlord	100
The tyranny of evil men	Attain these achievements: <ul style="list-style-type: none"> • Delirium • Wolf in Robes • A Stroke of Fate • Failed Speculations • In the Shadows • Golden Spoon • You! Will! Not! Sing! • Treacherous Beauty • Landed Gentry • Humility 	The Executor/ Al Rashid portrait	100
Delirium	Defeat Marie d’Artois in a continuous game after three hours of play.	—	20
Golden Spoon	Defeat Gavin Langton in a continuous game after three hours of play.	—	20
Wolf in Robes	Defeat Cardinal Lucius in a continuous game after four hours of play.	—	20
You! Will! Not! Sing!	Defeat Leif Jorgensen in a continuous game after two hours of play.	—	20
A Stroke of Fate	Defeat Willem van der Mark in a continuous game after two hours of play.	—	20
Treacherous Beauty	Defeat Baroness Constanza Zanchi in a continuous game after four hours of play.	—	20
Failed Speculations	Defeat Giovanni di Mercante in a continuous game after four hours of play.	—	20
Landed Gentry	Defeat Helena Flores in a continuous game after three hours of play.	—	20
In the Shadows	Defeat Guy Forcas in a continuous game after three hours of play.	—	20

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ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
Humility	Defeat Hildegard von Lewenstein in a continuous game after two hours of play.	—	20
Has he served?	Conscript 750 armies.	—	20
Master of all Arms	Build each of these armies once in a game: <ul style="list-style-type: none"> • Small military camp • Trebuchet position • Miner position • Robber baron camp • Big military camp • Oriental encampment • Cannon position • Assassins' camp 	—	20
The Ship Graveyard	Destroy every type of ship in a game: <ul style="list-style-type: none"> • Small trading ship • Small warship • Flagship • Large trading ship • Large warship • Corsair ship 	—	20
You and whose Army?	Destroy each troop type three times in a game: <ul style="list-style-type: none"> • Small military camp • Trebuchet position • Big military camp 	—	20
He who is not with me, is against me!	Destroy 500 enemy armies.	—	20
Scorched Earth	Destroy 750 enemy buildings.	—	20
...cheaper than building it yourself	Seize 100 enemy warehouses or market buildings.	—	20
Towering superiority	Build 25 defense towers on an island in a game.	—	20
Water soup again?	Produce 500 tons of provisions in a game.	—	20
The Weapon Lab	Acquire exactly 25 attainments in a game. Unlock the following attainments in the process: <ul style="list-style-type: none"> • Imperial War technology • Dishonest methods • The Saracen art of War 	—	20
Eureka!	Acquire 250 attainments.	—	20
From my cold, dead hands!	Produce 1,000 tons of weapons in a game.	—	20

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Military—Hidden

ACHIEVEMENT	CONDITIONS	TITLE/ PORTRAIT GAINED	GEMS EARNED
The Sea is a cold mistress	Lost 500 ships.	—	10
You blessed nuisance, will you live forever?	Lost 250 armies.	—	10
Behold my works, ye mighty, and despair!	Lost 1,000 buildings.	—	10
I wanted to get rid of it anyway...	50 buildings were seized by enemies.	—	10
Ladykiller	Defeated a female computer player 25 times.	—	10
Femme fatale	Defeat a male computer player 25 times.	—	10

General

ACHIEVEMENT	CONDITIONS	TITLE/BONUS	GEMS EARNED
The world is bending to my will!	Win the scenario “Imperator.”	Imperator/ Cardinal Lucius portrait	100
We have been through some things together	Play for 500 hours with one profile.	The True Soul	100
Guardian of the Realm	Win all the missions in the campaign on Hard and complete all side quests.	The Guardian of the Realm/ Emperor portrait	100
The Gold Ship	Find the legendary Gold Ship. Attain these achievements: <ul style="list-style-type: none"> •Always at your service! •The High Council •Everyone thinks he has the real thing •We have no time to lose! •A Story from two Islands •Leave trading to the Boss •Hammer and Anvil •Food for the Fishes •Who is this “Robin”?! •Guardian of the Realm 	Knight of the Grail/ Gold start ship	100
Everyone starts off small	Win the scenario “Elector.”	Elector	20
Stone upon Stone	Win the scenario “Master Builder.”	Master Builder	20

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ACHIEVEMENT	CONDITIONS	TITLE/BONUS	GEMS EARNED
Cultural handshake	Win the scenario "Diplomat."	Diplomat/ Sultan portrait	20
From rags to riches	Win the scenario "Guild Master."	Guild Master	20
Sun Tzu copied it from me	Win the scenario "General."	General	20
The Accolade	Help Cardinal Lucius prepare for the crusade in campaign Chapter II.	Knight of the Cross	20
I am indebted to you	Cure the sick emperor in campaign Chapter VII.	Sick emperor portrait	20
Savior of the Realm	Complete the campaign.	Savior of the Realm	20

General—Hidden

ACHIEVEMENT	CONDITIONS	TITLE/BONUS	GEMS EARNED
Smile, please!	Take more than 500 screenshots.	—	10
Greetings from the holidaymakers	Spend 1 hour in the Post Card view.	—	10
What is this spy at again?	Play 2 hours in the close camera perspective.	—	10
... and the trading market comes over there	Play 10 hours in the medium camera perspective.	—	10
Has anybody seen my Ship?	Play 20 hours in the distant camera perspective	—	10
I see what you don't see!	Get the following achievements: <ul style="list-style-type: none"> Greetings from the holidaymakers What does this Cathedral fit with? What is this spy at again? Has anybody seen my Ship? 	Hawk-eye	10
Stop the World!	Pause the world 250 times.	—	10
Up, up and away!	Accelerate the game for an hour.	—	10
Let's hope there's been no time paradox	Get the following achievements: <ul style="list-style-type: none"> Stop the World! Up, up and away! 	The Timekeeper	10
The archway, just a little more to the left...	Play a continuous game for 24 hours.	The Perfectionist	10
Good old times	First part. Play on 02/16.	ANNO 1602 Fan	10
The Legend	Second part. Play on 03/15.	ANNO 1503 Fan	10

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ACHIEVEMENT	CONDITIONS	TITLE/BONUS	GEMS EARNED
Here comes 3D!	Third part. Play on 01/17.	ANNO 1701 Fan	10
Back to the Past	Fourth part. Play on 04/14.	ANNO 1404 Fan	10
Beginning of the Fifth Season	Play on 11/11. at 11:11 am.	—	10
I can't sleep	Play started between 3 and 5 am in the morning.	—	10
The Peeping Tom	Take 1000 peasant houses in a game.	—	10
You'd love it!	Name one of your residences "BonanzaCreek."	Cheater	10
How much time do we have until detonation?	Name one of your ships "Nostromo."	—	10
Ahead one-quarter impulse!	Name one of your ships "USS Enterprise."	—	10
Help, the mill is just junk!	Name one of your ships "Red Five."	—	10
It looks suspiciously like a trap.	Name one of your ships "Galactica."	—	10
The Ride to Jupiter	Name one of your ships "Discovery."	—	10
Nerd alarm!!!	Get the following achievements: • How much time do we have until detonation? • It looks suspiciously like a trap	Nerd	10
Call me Ishmael	Name one of your ships "Pequod."	—	10
Fifteen after the Dead Man's Chest	Name one of your ships "Hispaniola."	—	10
Listen to the endless toll of Deathwatch	Name one of your ships "Phantom."	—	10
Who can explore the depths of the Abyss?	Name one of your ships "Nautilus."	—	10
Tekeli-li! Tekeli-li!	Name one of your ships "Grampus."	—	10
Adventures of the Mind	Get the following achievements: • Call me Ishmael • Listen to the endless toll of Deathwatch • Tekeli-li! Tekeli-li!	The Litterateur	10
The boat must brave it	Name the ship "U-96."	—	10
No Panic!	Name one of your ships "Heart of Gold."	—	10

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General—Hidden (continued)

ACHIEVEMENT	CONDITIONS	TITLE/BONUS	GEMS EARNED
What's the matter?	Name one of your cities "Gotham."	—	10
Shadow over Roseyard	Name one of your cities "Innsmouth."	—	10
ANNO Dark	Name one of your cities "Basin City."	—	10
One of us! One of us!	Get the following achievements: <ul style="list-style-type: none"> • The boat must brave it • What's the matter? • ANNO Dark 	The Lunatic	10

- No Panic!
- Shadow over Roseyard



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Bonus Content

You can purchase bonus content with the gems you earn for attaining achievements. This includes portraits, colors, and coats of arms for your player profile, as well as ornamental structures for your settlements in the game. Here is a list of all the bonus content available in *Dawn of Discovery*:

Ornamental Elements



Each ornamental element costs 200 gems.

NOTE

- | | |
|------------------------------|-------------------------|
| ✦ Picture of the Virgin Mary | ✦ Juggler camp |
| ✦ Pond | ✦ Oriental juggler camp |
| ✦ Maypole | ✦ Banner pole |
| ✦ Small market stall | ✦ Gold statue |
| ✦ Medium market stall | ✦ Flag pole |
| ✦ Cemetery | ✦ Medium bazaar tent |
| ✦ Pillory | ✦ Small bazaar tent |

Portraits



Each portrait costs 100 gems.

NOTE

- | | |
|--------------------|--------------------|
| ✦ Brother Hilarius | ✦ Barnabas |
| ✦ Cuno von Rembold | ✦ Cardinal Lucius |
| ✦ Benedicta | ✦ Sick emperor |
| ✦ Hekata | ✦ Beggar |
| ✦ Karim | ✦ Hassan ben Sahid |
| ✦ Ibn al Hakim | ✦ Sultan |
| ✦ Izmir | ✦ Emperor |
| ✦ Al Rashid | |

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Colors



Each color costs 10 gems.

NOTE

- ✦ Gray
- ✦ Umber
- ✦ Olive green
- ✦ Coffee
- ✦ Ruby
- ✦ Aubergine

- ✦ Violet
- ✦ Ocean blue
- ✦ Sky blue
- ✦ Purple
- ✦ Forest green
- ✦ Black

Coat of Arms



Each coat of arms costs 20 gems.

NOTE

- ✦ Flower
- ✦ Lily
- ✦ Tower
- ✦ Wheel
- ✦ Cross
- ✦ Northern star

- ✦ Shield
- ✦ Southern star
- ✦ Edelweiss
- ✦ Potholder
- ✦ Knight's Cross
- ✦ Sun